BRIDGE CONVENTIONS

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# BRIDGE CONVENTIONS

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BY

JOHN DOE.

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# PREFACE.

I HAVE to thank the Editor of the *Pioneer* for his permission to develop into a booklet the articles, which he was good enough in the first instance to accept. I have also to thank him for his kind encouragement in an enterprise which some may consider somewhat audacious. If any apology is needed for this venture, let me plead that there is no other work on Bridge Conventions at present to be procured, and that the only work of which I am cognizant touches but lightly on the subject of declarations, and still more lightly on the general play of the hand. Skilled players may say of most of my remarks—"Oh, but every one knows that." So much the better. This book is intended chiefly for beginners, and it is to be presumed that beginners do not know everything. Of other remarks skilled players may feel inclined to say "This is not sound;" I would ask of these a favour, and that is that they will expose

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the unsoundness in the columns of the *Pioneer*. I feel sure that I may appeal to the goodness of the Editor of that paper to let all such criticisms see the light, without letting him in for a correspondence of the dimensions of the "Currency Problem," or the "Crisis in the Church." I cannot hope that I have made no errors. My chief reason for venturing on this work is not that I am convinced that I am a brilliant player (Heaven forbid) but that I am convinced that the sum total of Human Happiness will be largely increased if Bridge be endowed with stereotyped conventions. A beginning must be made and I have tried to make that beginning. I trust that there will come one after me, who will be willing and able to remove the flaws and polish the roughnesses of to-day's ideas on Bridge Conventions.

JOHN DOE.

*October* 1899.

# BRIDGE CONVENTIONS.

## CONTENTS.


| | | PAGE. |
|---|---|---|
| CHAPTER | I.—Introductory | 1 |
| Do. | II.—The Laws of Bridge | 4 |
| Do. | III.—The Declaration—No Trumps | 20 |
| Do. | IV.—The Red Suits | 33 |
| Do. | V.—The Black Suits | 47 |
| Do. | VI.—Doubling | 54 |
| Do. | VII.—The play of the hand when there are No Trumps | 61 |
| Do. | VIII.—On the play of the hand when there are Trumps | 87 |
| APPENDIX | A.—Dummy Bridge | 95 |
| Do. | B.—Some typical hands discussed | 103 |
| Do. | C.—The Call | 117 |
| Do. | D.—Some hands played out | 123 |
| Do. | E.—The Laws of Bridge | 183 |

# Bridge Conventions.

## CHAPTER I.

### INTRODUCTORY.

I do not propose to open this little book with a History of the Game of Bridge. To every lover of a game the past history of the game he loves is naturally as full of interest as the past history of the woman he loves, but Bridge is such a fascinating little game that I think any man might reasonably be content to take to it for better or for worse, without asking any questions as to where it was born, or what it was doing before he fell in love with it. Suffice it to say that though its past is not beyond reproach, its present is so thoroughly respectable that no Club with any respect for itself will now admit that any other game is ever played in its card-room. The rules of the game will be given in the next chapter. From these it will be seen that the primary object of Bridge is to score two games of thirty points each before the adversaries have managed to do so, and the best way of doing this—next to holding four aces every time—is to prevent your adversaries from scoring

two games before you do. This, I regret to say, is not always realized, although when seen on paper the proposition would appear to be self-evident. The secondary object in playing Bridge is to amuse yourself, and the tertiary object, to allow the three other men playing with you to enjoy themselves as much as is consistent with your own amusement. Even as the essence of good manners is never to be unintentionally annoying, so the essence of good Bridge is never to even intentionally exasperate your partner. The exasperation of some partners is impossible of avoidance, but if there be in Bridge conventional declarations, leads and returns and second in hand play, it should always be possible to obtain a fairly clear idea of what your partner wants you to do—and to do it. An exasperated partner is a terrible power for evil ; as often as not he seems to lose the game intentionally, merely that he may declare roundly that it was all your fault. Unless his idea of the game is certain to prove fatal, it is better to keep him in a good temper by following his idea, than to ask him to abandon it for yours. But without Conventions it is impossible to know what his idea is. The Dealer never quarrels with his Dummy, till the hand has been played out, and that is why he generally wins the odd trick. It was not till Whist Conventions had settled down that Whist became a scientific game and Ladies gave it up. It was not till the Americans invented the Queen lead from King, Queen and three others that Whist Conventions became unsettled

and the game died a natural death. Therefore it is that I consider that Bridge should have its Conventions and that its Conventions should become settled, and it is therefore that I dare to face the world with a Book on Bridge. I, of course, am of opinion that all the Conventions herein set forth are thoroughly sound. Others may think differently. I do not propose that because I am, as far as I know, the first in this particular field, I should call the field my own, and dictate from it to a suffering world outside. But I do propose that where a line of play is clearly advantageous it should be adopted as a Convention, and when all advantageous lines have been discovered, they should be collated and sanctified by some Dr. Bridgeman whose word may be law throughout the civilized world.

## CHAPTER II.

## THE LAWS OF BRIDGE.

I do not propose to give here in full the Laws of Bridge as drawn up by the Committee appointed to that purpose by the Portland and Turf Clubs. In the first place I trust that in a very short time the Laws of Bridge will be in certain particulars revised, in the second place the reading of the long rigmarole which is apparently necessary to make any code complete and unassailable, is mightily uninteresting. Suffice it to give a clear idea of what the laws mean and the Conventions which have, in India, arisen out of those laws.

### Scoring and Declaring.

The rubber is the best of three games, and the game is thirty points. According to the declaration made at the beginning of each hand, the odd trick bears various values.

The declaration lies with the dealer and his partner. The dealer deals the cards into thirteen packets, and the thirteenth card of his own packet being dealt face downwards, there is no turned up card. The dealer having looked at his hand, may declare that there

shall be No Trumps during that hand, or that Hearts, Diamonds, Clubs or Spades shall be Trumps. If the dealer have no desire to declare either that there shall be No Trumps or that any of the suits shall be Trumps, he says "I leave it." His partner is then bound to declare a Trump, or to declare "No Trumps."

If the declaration be No Trumps, each trick made in excess of six counts twelve, and if Hearts be Trumps, eight, and if Diamonds, six, and if Clubs, four, and if Spades, two.

The red suits are more valuable than the black. Next to a declaration of No Trumps, Hearts is the most valuable declaration, and Spades the least valuable.

To penalize reckless declarations, and to enable a really fine hand to score something worth having even when Spades are Trumps, the dealer's adversaries have the right to double the value which the tricks would bear under the declaration made. The leader, who is of course the player on the dealer's left, has the first right to double. He may either double by saying "I Double Spades" or "I Double No Trumps," &c, or he may give his partner a chance to double. If he does not himself wish to double, he gives his partner a chance to double by asking if he may play before leading a card to the first trick. "May I play" is the correct

formula. The Leader's partner either doubles, or declines to double by saying "Yes, please"; not forgetting the "Please."

To penalize reckless doubling the declarer or his partner may redouble. The declarer has first chance, and the formulæ are "I redouble," or "I am satisfied." The leader must not lead a card without again and again asking "May I play" until both his adversaries are satisfied or his partner says "Yes, please." The non-dealers may again redouble if they wish to do so. Redoubling is theoretically allowed to any extent, but most Clubs make 64 and 96 the limit, 64 being for Hearts, Spades and Clubs, and 96 for No Trumps and Diamonds. I have never seen redoubling carried beyond 48, and have never myself redoubled anything but Spades.

Honours do not count towards the 30 required for the game, and among Honours are reckoned "Chicane" and "Slams." These are all reckoned separately, scored "above the line" as shown in the scoring tablet, and explained later on in this chapter.

Honours are Ace, King, Queen, Knave and ten. Three of these held between two partnered hands count two by honours.

Four count four by honours, and five count five by honours.

Four Honours in one hand count eight by honours. Four Honours in one, and the fifth in the partner's hand count nine by honours, and five Honours in one hand count ten by honours.

The Aces count as Honours when there are No Trumps. Three Aces count thirty (whether all in one hand or between the partnered hands) and four Aces count forty if held between the partnered hands and one hundred if the four are held in one hand.

The following table (which I have, without the permission of Boaz, but with humble apologies to him borrowed from his book) gives the value of the scores in Bridge :—

When there are No Trumps—

| | | |
|---|---|---|
| Each trick above six counts | ... ... | 12 |
| If doubled ... ... | ... ... | 24 |
| If redoubled ... ... | ... ... | 48 |
| Honours ... | Three Aces count ... ... | 30 |
| | Four Aces count ... ... | 40 |
| | Four Aces in one hand count ... | 100 |

| When Trumps are— | ♠ | ♣ | ◇ | ♡ |
|---|---|---|---|---|
| Each trick above six counts ... | 2 | 4 | 6 | 8 |
| If doubled ... | 4 | 8 | 12 | 16 |
| If redoubled, &c. | 8 | 16 | 24 | 32 |
| Honours. Three Honours count ... | 4 | 8 | 12 | 16 |
| Four Honours count ... | 8 | 16 | 24 | 32 |
| Five Honours count .. | 10 | 20 | 30 | 40 |
| Four Honours in one hand ... | 16 | 32 | 48 | 64 |
| Four Honours in one hand and the fifth in partner's hand. | 18 | 36 | 54 | 72 |
| Five Honours in one hand ... | 20 | 40 | 60 | 80 |
| Chicane ... | 4 | 8 | 12 | 16 |
| Double Chicane. | 8 | 16 | 24 | 32 |

Grand Slam counts ... 40 | Little Slam counts ... 20

Chicane is scored by the partnered players when one of them has no card of the Trump suit. Double Chicane

is scored if neither of two partnered players has a card of the Trump suit.

For Grand Slam 40 is scored irrespective of the declaration. Grand Slam is made by one side winning every trick.

For Little Slam 20 is scored irrespective of the declaration. Little Slam is made when one side win twelve tricks out of the thirteen.

Honours cannot be affected by doubling or redoubling. Even if Spades have been redoubled up to 128, two by honours still reckon 4 only.

Bridge Scoring-tablets are purchaseable even in India. But if they are not at hand, the score is kept by ruling three lines vertically, about half an inch apart, and a thicker line horizontally a little higher than the middle.

The Honours (including the Slam and Little Slam) are entered above this thick line and the tricks below it. When thirty has been reached by either side, a line is drawn to indicate the close of the game, and a fresh game is started. One hundred is scored by the side winning the rubber, and this hundred may be put on to the score sheet with the tricks scored in the last hand.

| | *A.B.* | *Y.Z.* | |
|---|---|---|---|
| | | 16 | (ix) |
| | | 18 | (viii) |
| | | 16 | (vi) |
| (vii) | 12 | 44 | (iv) |
| (vi) | 64 | 32 | (iii) |
| (ii) | 12 | 30 | (i) |
| (ii) | 6 | 12 | (i) |
| | | 8 | (iii) |
| | | 28 | (iv) |
| (v) | 12 | | |
| (vi) | 24 | | |
| (viii) | 12 | 18 | (vii) |
| | | 10 | (viii) |
| | | 228 | (ix) |
| | 142 | 460 | |
| | | 142 | |
| | | 318 | pts. |

(i) *YZ* scored the odd trick in No Trumps = 12.

*Y* had two Aces, and *Z* one = 30.

(ii) *AB* scored the odd trick in Diamonds = 6.

*A* held Ace, Knave. *B* held the ten = 12.

(iii) *YZ* scored two tricks in Clubs = 8.

*Y* held Ace, Queen, Knave, ten = 32.

(iv) *YZ* scored seven tricks in Spades doubled = 28.

*Y* held Ace, Queen. *Z* held King = 4.

*YZ* also scored Grand Slam = 40.

(v) *AB* scored the odd trick in No Trumps.

*A* held two Aces. *Y* held one Ace. *Z* held one Ace. Honours Easy.

(vi) *AB* scored three by tricks in Hearts = 24.

*Y* was chicane = 16.

*A* held Ace, King, Knave ten = 64.

(vii) *YZ* scored three by tricks in Diamonds = 18.

*A* held King, ten. *B* held Knave = 12.

(viii) *AB* declared Spades. *Y* doubled. *YZ* made twelve tricks, but *Z* revoked.

*AB* therefore added the value of three tricks to their score = 12. *YZ* cannot reach 30 and therefore scored sufficient to make them 28 = 10.

*Y* had Ace, King, Knave, ten. *Z* held Queen=18.

*YZ* cannot score the Little Slam.

(ix) *YZ* score four tricks in Hearts redoubled = 128.

*YZ* also win the rubber = 100.

*YZ* held two by honours = 16.

These 318 points may be divided by any number agreed upon previously in order to reduce them to Rupees, or to Club Points. Twenty points to the Rupee is not quite so high as Rupee Whist (as played in the Mofussil with compulsory longs and shorts). At regular play twenty points to the Rupee should ordinarily mean that the biggest loser of the month loses between one hundred Rupees and two hundred Rupees.

This may sound very big, but it must be remembered that in Whist, what with Honours, and the ordinary insignificance of a trick or two lost by bad play, even the worst player does not by his play alone lose very much.

In Bridge, however, the Honours do not count towards the winning of the rubber, and the bad player stands a very poor chance of coming out anything like quits. A bad declaration will often lose a rubber, and one error in play very often means a lost game. I made five glaring errors and a revoke during August (it was very warm). The revoke cost me almost nothing, and two of the errors did me little harm. But the other three between them cost me 842 points—or 42 of our Club points. A really bad player will make about six glaring errors a day and will lose about two hundred points a month. Unless the beginner wishes to pay somebody's khansamah's bill monthly, I recommend him to play forty points to the Rupee to start with.

### Penalties.

If tricks be erroneously scored during any game, the score may be corrected at any time before the cards have all been dealt for the hand following that in which that game was supposed to have been concluded, or if the game was the last of the rubber, at any time before the score has been made up and agreed.

If Honours be erroneously scored, the score may be corrected at any time before the score is made up and agreed.

There is no misdeal. If the cards are misdealt there must be a fresh deal, and, as in Whist, if a card be exposed by the dealer his adversaries may choose whether they will have a fresh deal or not.

If a player deals out of turn he may be stopped at any time before the last card is dealt, but if he completes his deal, the deal holds good, and the usurpers make the declaration.

It is not good form to bone the adversaries' deal.

As soon as the dealer's left hand adversary has led a card, the dealer's partner lays down his hand, and takes no further part in the game, his cards being played by the dealer as in Dummy Whist. If the dealer names a card to be played from Dummy's hand, that card must be played. But if he indicate the card by pulling it towards the middle of the table without naming it, the card is not considered to have been played until it has been actually relinquished. Dummy should on no account look over the adversaries' hands, or make remarks on the cards played.

There is no penalty if the dealer lead out of turn. The Dummy may call attention to the dealer's leading from the wrong hand, and the card must be taken back, and a card led from the right hand.

The Dummy may also ask his partner if he have no card of the suit led, to prevent him from revoking. But he must not call attention to a revoke made by the adversaries. and he must not call attention to leads out of turn made by the adversaries. If the Dummy leads or plays or touches a card without being told to do so, the adversaries may, if they wish it, order that that card be not led or played.

Dummy incurs no penalty for revoking. The penalty for a revoke made by any other than the Dummy hand is as follows :—

(i) It is at the option of the adversaries, who, at the end of the hand, may, after consultation either take three tricks from the revoking player and add them to their own—or deduct the value of three tricks from his score—or add the value of three tricks to their own score.

(ii) It can be claimed for as many revokes as occur during the hand.

(iii) It is applicable only to the score of the hand in which it occurs.

(iv) It cannot be divided—*i.e.*, a player cannot add the value of one or two tricks to his own score and deduct the value of one or two from the revoking player.

(v) In whatever way the penalty may be enforced, under no circumstances can the side revoking score Game, Grand Slam, or Little Slam, that hand. Whatever their previous score may be, the side revoking cannot attain a higher score towards the game than twenty-eight.

A revoke cannot be claimed after the cards have been cut for the following deal. The other rules about a revoke and scoring a revoke are the same as at Whist.

### Exposed Cards.

The adversaries may claim a New Deal if the dealer or his partner expose a card before the declaration is made.

If either of the dealer's adversaries expose a card before doubling is completed, his partner forfeits any right he may have had to double or continue redoubling. And if the leader's partner expose a card before the first lead is made, the dealer may, instead of calling the card, require the leader not to lead the suit of the exposed card.

If either of the dealer's adversaries lead out of turn, the dealer may call a suit from him or his partner when it is next the turn of either of them to lead, or may call the card erroneously led.

If the dealer's partner makes the declaration out of turn, the adversaries may have a fresh deal if they like.

If either of the dealer's adversaries makes a declaration, *the dealer* may have a fresh deal if he likes, or proceed as if no declaration had been made.

### General Rules.

The general rules are the same as in Whist—both as regards the making up a table, dealing, incomplete tricks, abandoned hands, cards up the sleeve, or on the floor, and the like. In Appendix E will be found the complete Laws of Bridge for Sea Lawyers to discuss.

### Remarks on the Rules.

I hold that it is quite wrong to allow the Dummy to call attention to a lead from the wrong hand. It makes all the difference in the world whether the dealer leads from the right hand or the wrong hand, and I have seen the results of games altered by a lead from the wrong hand. The dealer incurs no penalty for a lead from the wrong hand, and if he is so foolish as to lead from the wrong hand to his own disadvantage, I am strongly of opinion that he thoroughly deserves the disadvantage. Rule 60, however, allows Dummy to call attention to the error, and I can't think why!

Moreover I think that if the dealer leads from the wrong hand he should be obliged to lead the same suit from the right hand. He may have gained most valuable information from the protest with which his erroneous lead was received.

There is no penalty for not giving your partner a chance of doubling, or of doubling out of turn. This I think is wrong. It is not impossible to penalize both these errors. Many men habitually forget to ask if they may play before leading when something expensive has been declared, and there are others who are so impulsive that they will double out of turn. The penalties which I would suggest are—

I. If the original leader lead before asking if he may play the adversaries *may* (if they desire to do

so) give his partner a chance of doubling by saying "May he play." If the said partner then elect to double, the *dealer* may either elect that the card originally led shall be led, or that a card of that suit shall not be led.

II. If the leader's partner double before the leader ask "May I play," the double shall be void or not as the declarer or his partner may elect. The declarer shall first say "content," or "void" or "I redouble." The declarer's partner, if the declarer say "content," may then exercise this right.

I make these suggestions, because, firstly, it is at present possible for a man to intentionally omit to give his partner, if a most erratic player, a chance of doubling, and secondly because though Badsworth says it cannot matter which of the two doubles, it does as a matter of fact sometimes matter a good deal; *e.g.*, holding four Spades to Queen, ten, the Ace, King and no other Hearts, the Ace, Queen and two little Diamonds and three useless Clubs, you would very often double Spades on your own hand, and lead a big Heart. If your partner kindly doubles for you before you have time to speak, you know that he must hold most of the Clubs, and most of the remaining Trumps and you play the hand accordingly. Even if the usurpation of your right to double make no difference to the original lead it must make a very considerable difference in the subsequent play of the hand.

### Double Chicane.

I think Double Chicane should count eight by honours. It is extremely rare, and I think the poor victims ought to get something extra for it.

### Dealing out of turn.

It may be said that if a man is fool enough to let the adversaries deal when it is his turn to do so, he ought to suffer for it, but this is, I think, a little hard on an absent-minded man, or a man given to discuss the hand after it has been played out. It would, I think, be much fairer to say that if the mistake be discovered before the declaration is made, the player who ought to have dealt, or his partner, will make the declaration.

### Etiquette.

Always observe the formulæ "May I play," "Yes, please," "I leave it," "I double Spades," &c., otherwise you *may* be suspected of having a code of signals. Think how convenient it would be if you wanted to double No Trumps and could guide your partner to your suit by "Well, I double," for Clubs, "I'm hanged if I don't double" for Diamonds and similar variations for Spades and Hearts!

Avoid all hesitation right through. Say promptly what you want to say and do promptly what you want to do. Is it fair to tell your partner that you have a thumping good hand but only three Spades? Yet this is what you virtually do if you hesitate for ten seconds

before asking your partner whether you may play to Spades. Nor is it fair to throw yourself back in your chair and swear visibly but inaudibly if your partner leads a Spade when you have a Tierce Major in Clubs. Nor is it fair to hesitate two seconds even as to whether you will unblock or not, or take a trick or not. You tell your partner that you have another of that suit by your hesitation, just as surely as if you had kicked him under the table.

Above all things do not swear at a bad declaration until the hand is well over. In the first place it can do you no good to let the adversaries know that you have not a chance of getting the odd trick, and secondly if you seem to think that your partner's declaration ought always to suit your hand, you may be suspected of being accustomed to a partner who can be relied on to know exactly what you have got either by looking at the window or at the tips of your fingers.

Lastly do not at the end of the game say "Well, partner, you only threw away two tricks that time," unless you are quite sure he is a beginner who will appreciate instruction, or a mild young man with no knowledge of the pugilistic arts. I know nothing more maddening than a partner, who, when you have struggled out of a ghastly position, with nothing left but honour, and jolly little of that, insists on it that "if you had led Trumps you would have saved the game."

## CHAPTER III.

## THE DECLARATION—NO TRUMPS.

To know what suit to make Trumps and when to make no suit Trumps, is the hardest thing in creation. It is much harder than standing on your head on the lower bar of a bicycle and working the pedals with your hands. The latter feat can with practice be accomplished with a certainity that can never be attained in the making of Trumps. It is possible to lose three by tricks in No Trumps with four Aces in your own hand. The first thing to be done is to realize what the score sheet says, and what it means.

The object of the game is to score a larger number of points than your adversary. This is best done by winning the rubber, and to do this you must score 30 twice before your winning adversaries succeed in doing so. Thirty is the goal to be aimed at and defended, and next to this, the landmarks of the game are 6 up and 18 up. Your adversaries always deal directly after you. Your first object should be to get the game, whenever it is your deal. But next to this, keep your adversaries, for all you are worth, off the 6 mark, unless there is a probability of your getting to the 18 mark yourself. This is, I believe, a point of view which in most places is not recognized.

If in your deal your adversaries manage to score *6*, in their own deal they need only two tricks in No Trumps, three in Hearts, and four in Diamonds and 6 in Clubs, And we all know what a difference that one extra trick makes. This cannot be stated too forcibly. Whatever be the state of the score, in making your declaration, or in leaving it, unless there seems to be a reasonable chance of making the game yourselves on the deal in hand, you must take the best chance of preventing your adversaries from getting to 6, or to 18, or to 30, according to the score. If they are love, prevent their scoring 6 points, if they are 6 prevent their getting to 18, if they are 18 prevent their going out. Before declaring ask yourself the question, Have we a better chance of making 30 than of losing 18, or of making 18 than losing 6? If you think the answer is yes, your declaration is theoretically correct. Forget what you have read in Storiettes in "Black and White" or heard at a dinner table in Kensington of the heinousness of making a black suit Trumps on your own deal. If no reasonable combination of cards will take you to 18 or 30 on your partner's declaration, make yourself the declaration which is most likely to prevent their reaching 6. If any reasonable combination of cards will give you the game on the declaration you propose to make, make that declaration without fear, *and always leave it to your partner if his declaration is more likely to make the game than your own.*

It is obvious that in a game where under varying conditions each odd trick is of a varying value, you should desire, when you expect to make the odd trick, to choose the condition which will make that odd trick count most; but this I think is the rock on which many Bridge players come to grief. It is not a sufficient reason for making Hearts Trumps on your own hand as dealer, that you expect to get the odd trick in Hearts, and do not expect to get it in No Trumps, unless the odd trick only is all you require to win the game. Your first thought on looking at the hand which you have dealt yourself should be "Can I possibly go No Trumps?" The reason of this is obvious. The dealer has an advantage of nearly fifty per cent. where there are No Trumps. Firstly, because in every No Trump game where the hands are of approximately equal strength, the issue depends very largely on the struggle between the two sides to establish each his own long suit. This, I take it, admits of no argument whatsoever. Cavendish in his "Whist Developments" has conclusively proved it. And it is quite clear that the side which knows exactly which is their longest and most easily established suit, must have the best chance of establishing their long suit. The leader has a great initial advantage in that he can always open the game with a round of his best suit, but this advantage is almost entirely counteracted unless he has overpowering strength in that suit

by his absolute ignorance of what help he can obtain from his partner. The dealer has no such ignorance to contend against. Moreover, as soon as a long suit has been established, the non-dealers are often in difficulties as to how best to give the lead to the holder of the established suit; the dealer knows almost certainly how this can best be done. The second reason of the advantage of the dealer when there are No Trumps is that he knows exactly where finesses lie. The non-dealers can only guess, and a successful finesse will often make the difference of three or four tricks. If any one doubts whether these theories work out in practice let him sit down with three other players and let there be No Trumps for twenty deals, and the dealer's partner's hand exposed. I am open to bet that in thirteen deals the dealer will win the odd trick.

Therefore go No Trumps whenever you reasonably can. That is to say go No Trumps if, after thoroughly considering your hand, you are of opinion that you have a better chance of reaching 18 than your adversaries have of reaching 6, or in other words, a better chance of making two by cards than your adversaries have of making the odd trick. In considering this question, you may reasonably assume that of the 39 cards which are not in your own hand, your partner has his fair share. I hate the man who is always in terror lest his partner should have a bad hand. Why on earth

should he have a worse hand than either of your adversaries? If you have in your hand an Ace, two Kings, a Queen and a Knave, why should not your partner be expected to have an Ace, and a Queen, and a Knave, and twice in three hands a King also? The doctrine of probabilities is all in favour of such an arrangement. But he may have a bad hand; if he has, you must grin and bear it. The man who loses the chance of going out in No Trumps three times during the evening is far worse off than the man who has taken the chance, but in doing so has twice lost three by cards, and I will maintain against all cavillers that the man who never loses three by cards in No Trumps, does not go No Trumps often enough. But, as I have said before, your chance of making two by cards must be just a wee bit better than the adversaries' chance of making the odd trick. If they make 12 in your deal they will probably make the game before you start scoring, but if you make 24 before they score you will probably win the first game and so also the second or third.

Now when may you consider yourself to have a better chance of making two by cards than the adversaries have of making one? If the hands are all equally divided, the dealer will probably make the odd trick, and if the dealer's party have half a trick-making card more than their share (counting double on a division, as in Parliament) the

dealer has one whole trick-making card more than his adversaries, and there is a probability of his making two by cards, and a possibility of the game. Given then that you have in your hand an Ace, a King, a Queen, a Knave, a ten and a nine, &c., and that you find your partner with equal strength, you will probably make the odd trick. But this is not enough. You must have a probability of two by cards, and therefore you want half another trick-making card in your own hand, before you can go No Trumps. A Queen we may regard as half a trick-making card, but not a Knave. The No Trump hand is a hand which has a Queen, King, or Ace in excess of its fair share. But there is one other essential to the No Trump hand, and that is that the majority of suits must be absolutely guarded. If you and your partner have between you the five Honours in Spades and Clubs, you may make ten tricks out of them in an after life, but you will not make them in this if you have to discard them all while your adversaries are playing out Hearts and Diamonds. You must have three suits guarded, and to be absolutely guarded you must have the Ace, the King, ten and another, the Queen, Knave and another, or the Knave, ten and two others, in each of three out of the four suits. Then when the adversaries open the game it is three to one on their leading a suit in which you can shortly get the lead, and three to one on your being able to assist Dummy materially to establish his long suit.

These are the weakest hands on which you should go No Trumps.

| A. | B. | C. |
|---|---|---|
| Ace, Queen, 10, 3. | Ace, 4, 3. | Ace, 3. |
| King, Knave, 4. | King, 9, 7. | King, Queen, 9, 7. |
| Queen, 8, 6, 5. | Queen, Knave, 6. | Queen, 6, 4. |
| 9, 7. | Queen, 10, 8, 5. | Knave, 10, 8, 5. |

To go No Trumps we always like to have five picture cards, but there are modifications. With three Aces you have an immense advantage over the adversaries and unless your partner has a very bad hand you should always make the odd trick, and even if the Ace suits are otherwise blank, you, as a reasonable man, must expect to find your partner with four of the thirteen remaining picture cards, and once in four hands with five of them. In reckoning the trick-making power of Aces, we may calculate that with three hands unknown it is two to one on a King making a trick, five to four against a Queen making a trick, and nineteen to eight against a Knave making a trick, provided always that these cards are

guarded. An Ace is therefore slightly inferior in trick-making power to a King and a Queen and slightly superior to a King and a Knave.

Therefore the trick-making power of three Aces is approximately equal to that of one Ace, two Kings and a Queen and a Knave. With an Ace, two Kings, a Queen, and a Knave and three suits guarded, you must go No Trumps, therefore with three Aces you must go No Trumps. An additional incentive is that three Aces count 30 for Honours which is equal to one-third of a rubber.

Two Aces are likewise a little better than an Ace, a King and a Knave, so that if you hold two Aces to make your hand of the No Trump minimum you must also hold two Queens or better, in addition to your complement of tens and nines.

Two Aces and one King do not constitute a No Trump hand unless the game is desperate, if there be no other picture card in the hand.

If you have seven certain tricks in your hand as soon as you get the lead and an Ace in two suits, you should go No Trumps. Having nothing at all in the other two suits, it is 665 to 64 (or say ten to one) on your partner having the Ace, King or Queen of one of your unguarded suits, and being able to get in before disaster overcomes you.

It is therefore nearly ten to one on your making two by cards on such a hand.

It is clear however that if six of the certain tricks which you hold are in a red suit, with four of them Honours, the amount to be scored by holding four Honours in a red suit is sufficiently large to make it worth your while to make that suit Trumps, and if your partner has a trick in each of the suits in which you are blank, you should still make the game with your red suit declaration. The following then are the occasions on which the dealer or his partner should declare No Trumps, when his score is love :—

1. Four Aces (till the skies fall).
2. Three Aces, unless you have six Hearts and one unguarded suit.
3. Two Aces, and two Queens and a ten and a nine and three suits guarded.
4. One Ace and a hand with a Queen in excess of the average hand, and three suits guarded.
5. Six certain tricks in Spades or Clubs and another Ace.
6. To go No Trumps without an Ace you must have all four suits guarded, three Kings, and at least seven picture cards.

This last proposition is a corollary from the proposition by which the trick-making power of the Ace was

determined. It is four to one on your partner's holding an Ace and 40 to one against four Aces being in one hand against you.

In calculating whether your hand is half a trick-making card above the average, you must not lose sight of the tens and nines. These cards are often of the very greatest value. Ace, ten and a little one in your hand, gives you, if the Honours are equally divided, a valuable tenace in the second round. A ten and a nine are together equal in trick-making power to a Knave, and if you have no ten and no nine in your hand you must have an extra Knave to make up for it. The converse to a certain extent applies; there are very few hands with no card smaller than a seven that are not good enough for No Trumps and three tens and a nine above the average often give sufficient strength for No Trumps. But unless there is need for haste I do not recommend No Trumps on only three tens and a nine above the average. When there is need for haste of course great things must be dared. If your adversaries want only 6 points to win the rubber, you must get out at once or probably never, you must not stop to think then whether you have three suits guarded. All you must ask is, Have you more than an average hand?

The Ace of Spades and the Ace, King of Clubs is quite sufficient strength for No Trumps even if you have

nothing else, when your adversaries have scored one game and are 24 up in their second. You must not leave it to your partner to make a despairing declaration. There is a nameless terror about the unseen hand that has gone No Trumps. The bad No Trumper when laid on the table is seen for what it is, an ass in a lion's skin, and treated accordingly.

The No Trump hand is the same whether it is left to you or whether you are the dealer.

In calculating trick-making power it must be remembered that an unguarded card loses value enormously. A Queen single is almost useless. A Queen with one other is of little value. To be equal to four-ninths of a trick a Queen must have at least two guards behind it. Similarly a Knave is of very little value unless it is part of a guarded suit. A fairly sound rule, I think, is to put down two places a card without a guard, or not forming part of a guarded suit.

*E.g.*, with—

| | | |
|---|---|---|
| Hearts | .. | .. Ace, 6, 4, 3 |
| Diamonds | .. | .. King, 9, 7 |
| Clubs | .. | .. Queen, Knave |
| Spades | .. | .. Queen, 10, 8, 5 |

I should only go No Trumps if I was in a great hurry. Both the Queen and the Knave of Clubs lose value enormously by being unguarded.

Similarly with--

| | | |
|---|---|---|
| Hearts | .. | .. Ace, 9, 6, 4, 3 |
| Diamonds | .. | .. King |
| Clubs | .. | .. Queen, Knave, 6 |
| Spades | .. | .. Queen, 10, 8, 5 |

the King may be of little more value than a two.

The last point to be considered is, How many suits can be established against you forthwith ?

An Ace loses enormously its stopping power if it is single. With Ace and two others, even if they be the three and the two, you can hold up the Ace till the third round, and hope to keep the established hand from getting in in other suits ; but if the Ace be single it has to be put on the first round and whichever hand gets the lead, the established hand can be put in and will make the whole of the suit. Moreover you give your partner very little help in his suit if you hold the Ace single thereof.

In the three No Trump hands on page 26, there is no real danger in more than one suit, but in both the hands on this page there is considerable danger in two suits. Don't go No Trumps with two very weak suits, if you can avoid doing so, *i.e.*, unless you are in a hurry, or unless the other two suits are exceptionally strong.

The most important thing of all is to make your declaration fit the score. Holding a No Trump hand with

five Hearts, you must make at least as many tricks in Hearts as in No Trumps. Therefore go Hearts if you are 14 up or 16 up or 22 up, but No Trumps if you are 6 up or 12 up or 18 up or 20 up.

Holding a No Trump hand with five Diamonds you have to make twice as many tricks in Diamonds as in No Trumps. Therefore always go No Trumps unless you are 24 up.

But with six Diamonds and a No Trump hand it is probably easier to make three tricks in Diamonds than two in No Trumps, and two tricks in Diamonds than one in no Trumps. Therefore with six Diamonds and a No Trump hand go Diamonds if you are 12 up or over, but No Trumps if you are less than 12 up.

The intelligent beginner can easily apply for himself this principle to Clubs and Spades.

## CHAPTER IV.

## THE RED SUITS.

### HEARTS.

In all the suit declarations there is a slight difference between the hand on which a suit should be made Trumps by the dealer, and the hand on which a suit should be made Trumps by the dealer's partner. Every man hopes, if he cannot go No Trumps, to be able to go Hearts, and many games are lost by an over anxiety to make Hearts Trumps. Always go Hearts if you have four Honours in that suit in your own hand (unless you have four Aces also). Four Honours in one hand count 64, and sixty-four is more than half the value of the rubber. If you cannot make the odd trick in Hearts with four Honours in your own hand, it is practically impossible for you to make the odd trick in No Trumps. You are therefore certain of a profit in points by going Hearts.

If you have not four Honours in Hearts, for every trick made in Hearts which might have equally been made in No Trumps, four points are lost, and it is easier for the dealer ordinarily to make tricks when there are No Trumps than when there are Trumps. Do not therefore go Hearts unless it is very improbable that you will make as many tricks in No Trumps as you will in Hearts, and unless it is almost certain that you will make

at least the odd trick in Hearts and extremely probable that you will make three by tricks. That is, as I said before, unless you have a better chance of getting to 18, than of losing 6.

To begin with a hand with four Hearts which are not four Honours. In the first place a suit is not always evenly divided. Your fourth Heart will about once only in four deals find itself a thirteen card, and will therefore only once in four deals find itself of real value as a Trump card. Three times out of four therefore you will, with a hand with only four Hearts, score as many (or as few) tricks in No Trumps as you would have in Hearts, and once probably at least out of these three times you would have scored more tricks in No Trumps than in Hearts. Adversaries are such annoying people that they often have five Trumps in one hand when you yourself only have four. To go Hearts on four, not being four Honours, as an original make is for these reasons almost always wrong.

The hand with five hearts requires more consideration. If the other suits are equally divided between the three unseen hands, you will make the same number of tricks in No Trumps as you will in Hearts, and even if you make one less you are not a loser in the matter of points. There is no particular reason why the other suits should not be fairly evenly divided, unless you are particularly short in one of them. If you are blank or have only one card in a suit, it is extremely probable that the adversaries

will be strong in it and able to establish it against you. If you are very short, in two suits, it is a moral certainty that one of these will be established against you forthwith if there are No Trumps. On the other hand, if Hearts are Trumps, you will be forced in these short suits and your hand perhaps ruined. A hand with five Trumps only is very easily ruined by being forced.

Do not therefore go Hearts on five, unless, firstly, being practically blank in one suit, or very short in two suits, No Trumps would be very dangerous, and unless, secondly, you have such strength in Hearts as to be able to afford to rough and yet retain strength superior to your combined opponents, and such strength in other suits as to be moderately certain of the odd trick.

Let us consider, for the sake of an example, the following hand:—

| | | |
|---|---|---|
| Hearts | .. | .. King, Queen, 8, 6, 3. |
| Diamonds | .. | .. 5, 4, 3. |
| Clubs | .. | .. King, 8, 6. |
| Spades | .. | .. Ace, 7. |

Now either Diamonds or Spades are morally certain to be established against you at once in No Trumps, and, moreover, a King being about half-way in power between a Queen *plus* a Knave, and a Queen *plus* a ten, this hand is not a trick-making card above the average. Therefore No Trumps is out of the question. If you

leave the declaration to your partner, he may declare No Trumps. To do this he must have either three Aces, or two Aces and two Queens, or something like one of the three hands on page 26. To save turning back let us write them down again.

| A. | B. | C. |
|---|---|---|
| Ace, Queen, 10, 3. | Ace, 4, 3. | Ace, 3. |
| King, Knave, 4. | King, 9, 7. | King, Queen, 9, 7. |
| Queen, 8, 6, 5. | Queen, Knave, 6. | Queen, 6, 4. |
| 9, 7. | Queen, 10, 8, 5. | Knave, 10, 8, 5. |

Now fit any of these five sorts of hands into the hand under discussion, and it is clear that you have, if you declare Hearts yourself, a probability of making three by tricks, and a possibility of making four. If you leave the declaration to your partner you have a very good probability of the game in No Trumps.

Which are you to choose? To be content with 24 if you declare Hearts and find your partner with a No Trump hand? Or to give him the chance of going No Trumps, on a hand which will give you the game? I think you had better be content with the 24. Having a hand slightly above the average yourself, the chances are clearly against your partner's hand being above the average; he is more likely to have a hand below the average and declare Spades on a weak suit of Spades. Therefore I recommend Hearts on the above hand.

To continue our investigation, let us make the Heart suit weaker. Let us consider this hand—

| | | |
|---|---|---|
| Hearts | .. .. | King, Knave, 8, 6, 3 |
| Diamonds | .. .. | 5, 4, 3 |
| Clubs | .. .. | King, 8, 6 |
| Spades | .. .. | Ace, 7 |

and as before fit it in with your partner's possible No Trump hand firstly with Hearts as Trumps and secondly with No Trumps. If you find your partner with three Aces, in No Trumps you will make almost certainly four Hearts, three Aces and a King, and if you catch the Queen of Hearts you must make the game. If Hearts are Trumps, you must lose, two Diamonds, a Spade, and a Club, and perhaps a Heart. Even if you find your partner with three Aces you will probably fail to win the game, if you make Hearts Trumps. Finding your partner with two Aces and two Queens, in No Trumps you will make probably two by cards, and perhaps the game if finesses come off, and in Hearts, even if your partner holds the Ace or Queen of Hearts and Ace, Queen of Clubs, you must lose four tricks and perhaps five tricks.

Fit in any of the three typical weakest possible No Trump hands and you will see that you cannot get the game in Hearts and may get it in No Trumps, and that

your expectation is 16 in Hearts and 24 in No Trumps even if your partner holds a No Trump hand. That is to say that even if your partner holds more than an average hand you will not reach 18, unless he is strong enough to go No Trumps, and if he has less than an average hand you are not unlikely to lose the odd trick.

Therefore with King, Knave and three Hearts, it does not appear to be sound to go Hearts. For if the other suits be stronger than in the hand under discussion, No Trumps would be the correct declaration.

Holding King, Knave, ten and two others in Hearts, you are as strong if not stronger than with King, Queen, eight.

We have now to evolve an accurate measure of value against which the possible Heart hand can be tested.

Two measures of value may be evolved from the discussion through which we have just laboured. The first is that the hand on which we decided to go Hearts was above the average strength, inasmuch as a King is about equal to a Queen and a ten, and the hand on which we decided not to go Hearts, was not quite of average strength.

A second measure of value may be deduced in that in the first hand there were five probable tricks, in the second hand only four.

If you find it easier to calculate how many tricks you can make, than to calculate whether your hand is of more than average strength, the second measure may be adopted as your Golden Rule, but I think myself that the former calculation is the easier to make. A=B+D is an easy formula. It means that Ace=King+Knave, King=Queen+ten, Queen=Knave+9, Knave=ten+8, &c.

Let us enunciate the Golden Rules once more.

With the score at love, on your own hand as Dealer :—

To go Hearts with five, you must hold five probable tricks.

To go Hearts with five, your hand must be at least of average strength.

To go Hearts with five, you must hold one absolutely certain trick in the Hearts themselves.

To go Hearts with five, your hand must be so weak in two suits as not to be a No Trump hand.

*Corollary.*—With four probable tricks, five Hearts, and very nearly an average hand, your expectation is 8, and 16 is very possible.

Therefore, with the score at 16 or over :—

Go Hearts with five, with four probable tricks.

With six Hearts you are nearly always certain of the odd trick. If you have nothing in the other suits, it is to

be hoped that your partner has something. If you have some strength in other suits, you have a still better chance of the odd trick. With six Hearts you must make as many tricks in Hearts as you would have made in No Trumps, and in all human probability more. With six Hearts, your other suits must be divided 3+2+2, 3+3+1, 4+2+1, or 4+3+0. You must have one very weak suit, and perhaps two very weak suits. The chance that one, and perhaps two of these weak suits will be established against you forthwith is so great that I consider it extremely dangerous to risk a certainty in Hearts for a possible larger profit in No Trumps.

Even with—

| | |
|---|---|
| Hearts .. | .. Ace, King, Queen, 9, 8, 7 |
| Diamonds .. | .. King, 6 |
| Clubs .. | .. Queen, Knave, 5 |
| Spades .. | .. King, 7 |

it may appear to you that you have a certainty of the game in No Trumps. But the Knave adversely guarded in Hearts may lose you the game in No Trumps. If the Knave is not adversely guarded, you can hardly do more than get the odd trick in No Trumps unless your partner has one of the missing Aces or the missing King. If he has one of these you will probably make four by tricks in Hearts, and win the game.

I cannot imagine a hand with six Hearts which is not as likely to make just ten tricks with Hearts Trumps as to make just nine tricks with No Trumps.

Inasmuch as three Aces count 30 for Honours, you may perhaps make a larger gross profit by going No Trumps, but I do not think it is worth risking as a rule, unless I have four Aces.

With six Hearts always go Hearts. Holding a Yarborough with six Hearts, your best chance of preventing your adversaries from scoring *6* is to make Hearts Trumps. If you cannot get the odd trick in Hearts you certainly could not have got it on any other declaration. Moreover, holding a Yarborough, you may almost reckon on your partner's going No Trumps, with the most disastrous consequences.

When the declaration is left to you, and you cannot go No Trumps, and have no chance of making the game by a declaration of Hearts, you must take the best chance of preventing your adversaries from scoring *6*. Your partner, having left the declaration to you, must have at least one probable trick in his hand, and according to the doctrine of probabilities has three probable tricks more often than not. Therefore if you hold four probable tricks in your hand with Hearts as Trumps, make Hearts Trumps, unless you also have four probable tricks in your hand with Spades Trumps, when Spades

are to be preferred. With four probable tricks in your hand you do not expect to get the odd trick, you only hope to do so. You have about an even chance of doing so. But if you also hope to make the odd trick in Spades, you clearly hold a moral certainty of preventing your adversaries getting three tricks in Spades, and thereby scoring *6*.

Holding only three probable tricks in your hand with Hearts as Trumps, I cannot believe that it is ever sound to declare Hearts. If your partner could have made four tricks in his own hand, he is almost sure to have been able to declare No Trumps. Look again at the three weakest possible No Trump hands. In not one of them are there four certain tricks. If, therefore, you declare Hearts Trumps with only three probable tricks in your hand, you are doing so with a certainty almost of losing 8 points, and a very fair chance of losing *24*.

I have heard players contend that it is cruel to bind your partner hand and foot in Spades, but surely it is better to bind him hand and foot with a declaration that only loses two points for each trick, than to allow him to run riot in Hearts and lose eight for each trick. Holding, for the sake of example—

| | | |
|---|---|---|
| Hearts | .. .. | Ace, 10, 7, 5, 2. |
| Diamonds | .. .. | Knave, 10, 4. |
| Clubs | .. .. | Knave, 6, 5. |
| Spades | .. .. | 10, 4. |

You may reasonably expect if you go Hearts to get three tricks in Trumps, but where is another trick coming from out of your hand? It is within the bounds of possibility that your partner holds the King of Hearts and the Ace, King of Diamonds. You will then perhaps get the odd trick, but is it any use speculating upon such an improbable contingency? You are betting not only even money on a chance that is very much against you, but more than even money inasmuch as the odd trick is of far more value to the adversaries than to yourself, and you also run a very fair risk of losing three by cards which is 24. On the other hand holding only two Spades yourself either two hands must hold four each, or somebody has five, and there must be two Honours in Spades in one hand. By far your best chance of saving an adverse score of 6 is to go Spades and pray that you are not doubled, owing to the strength in the other hands being evenly divided.

With your adversaries at 28 up, or even at 26 up you must stake your little all upon the most unlikely combinations. But with your adversaries at 24 or under I cannot see the advantage in making a costly declaration when the chances of making the odd trick are all against you.

Your best chance of winning at Bridge is to be consistent, make a Golden Rule and stick to it. If you follow the Golden Rule one day and abandon it the next you very likely find that you abandoned it, just at the time that

it would have done you most good, and followed it on the one occasion on which it did not pan out successfully.

Your Golden Rule for a Heart declaration, when it has been left to you should be :—

Never go Hearts on five unless you in your own hand have four very probable tricks if Hearts are Trumps.

Always go Hearts on six.

## DIAMONDS.

There is some little difference between the strength on which the dealer with his score at love should leave the declaration to his partner when he is tempted to declare Diamonds and the strength on which he should leave it when tempted to declare Hearts. There are two important considerations—one that two tricks in Hearts place you within measurable distance of the game in Hearts, Clubs and doubled Spades, while *12* brings you very little forwarder than *6*, and the other that if you refrain from going Diamonds your partner may go either Hearts or No Trumps, that is, that he has two chances of making a more paying declaration than your own. With six Diamonds as a rule Diamonds is the right make, but if there be an even chance of making as many tricks in No Trumps as in Diamonds, even with six Diamonds, No Trumps is the right declaration.

As a matter of principle go Diamonds with six, or with four Honours in Diamonds, unless you have a strong No Trump hand, but practically never go Diamonds on five as dealer with the score at love, unless it is improbable that your partner can hold a No Trump hand, or a Heart hand.

Even when you have four Honours in your own hand, reflect that they only count 48, and that three Aces count 30, and that the difference between three tricks in Diamonds and three tricks in No Trumps makes up the balance of 18, without reckoning the value of the game won.

*Exempli gratia.*

| | |
|---|---|
| Diamonds .. | .. Ace, King, Knave, ten, 5. |
| Hearts .. | .. Ace, 7, 3. |
| Clubs .. | .. Queen, Knave, 4. |
| Spades .. | .. 8, 2. |

If you declare No Trumps you may of course lose five tricks in Spades and two in Clubs before you get in, but there is no particular reason why you should do so. It is five to four on your partner holding an Ace, and the balance of probabilities is assuredly in favour of greater profit if you declare No Trumps than if you declare Diamonds.

Do not however leave the declaration to your partner under any circumstances when you have four Honours in Diamonds in your own hand. Even if the adversaries are so far advanced that nothing but a bold No Trumper can save the game, reflect that your 48 above the line will take a good deal of the gilt off their gingerbread, even if they do win the rubber.

When the declaration is left to you follow exactly the rule, for exactly the reasons, given when Hearts were under discussion

Unless the adversaries are at 28, never go Diamonds on five unless you have four very probable tricks in your own hand, if Diamonds are Trumps.

## CHAPTER V.

## THE BLACK SUITS.

Now I think it stands to reason that if, as seen in the previous chapters, your partner, if the declaration is left to him, will declare No Trumps if he has three certain tricks in his hand, or Diamonds or Hearts if he has four probable tricks in his hand, it is your duty as a reasonable man to prevent his doing anything of the sort if you have practically no chance of making a single trick yourself. The greater part of your strength when playing Dummy consists in seeing where finesses lie and establishing the best suit you and Dummy have between you. You cannot finesse much if your own hand is never going to get the lead, and your Dummy is extremely unlikely to do much in the way of establishing suits if he gets no kind of assistance from yourself. If you have no Ace or King or Queen in your hand it is reasonable to expect your adversaries to have their fair share of those valuable commodities. Their fair share will amount to eight of the best cards in the pack, and these eight cards will in all probability make eight tricks. You therefore expect if your highest card is a Knave to lose two by cards whatever declaration your partner may be moved to make. If you will try and throw your mind back over the games which you have played recently

and reckon on the fingers of your brain the number of times you have had seven tricks in your own hand, you will find them extremely small. It does occasionally happen that one is dealt four Aces, two Kings and a Queen, but the odds against it are extremely large. The man who leaves the declaration to his partner with no possible trick in his hand is little wiser, to my mind, than a man who marries a wife in the hope that she may win the Derby Sweep. Such things should only be done when things are very desperate. I have played Bridge myself fairly regularly now for some years and I can only remember two occasions on which I lost anything appreciable by declaring Spades when I have had no possible trick in my hand. On one occasion my partner had four Aces and we should have lost the odd trick; on the other he had three Aces with seven Spades to the Tierce Major. These hands are as rare as blue moons, and I cannot, for the life of me, understand the frame of mind of a man who, holding a Yarborough, leaves it to his partner in the hope of his being able to go No Trumps! Of course he will go No Trumps. It would be strange if with no picture cards in your own hand, such a goodly number of them did not find their way into your partner's hand as to tempt him to go No Trumps. And if he is tempted to go No Trumps it is a hundred to one on your losing the odd trick and ten to one on your losing the game. If this

precautionary declaration is not adopted, the measure of strength on which your partner can declare No Trumps or a red suit must be enormously increased, and nearly half the dealer's advantage abandoned. *Having no probable trick in his hand the dealer must declare Spades unless he has six cards of another suit.*

Those whom I have failed to convince on this point having ceased to listen, let us proceed to consider the measure of weakness on which the dealer should declare Spades or Clubs on his own hand. Taking once more the typical weakest possible No Trump hands,

| | | |
|---|---|---|
| Ace, Queen, 10, 3. | Ace, 4, 3. | Ace, 4. |
| King, Knave, 4. | King, 9, 7. | King, Queen, 9, 7. |
| Queen, 8, 6, 5. | Queen, Knave, 6. | Queen, 6, 4. |
| 9, 7. | Queen, 10, 8, 5. | Knave, 10, 8, 5. |

if you have an Ace in your hand it can be fitted into any one of these suits in such a way as to make the game safe, and if the No Trump hand is a little stronger than the above the odd trick is more than probable. An Ace in your own hand is not only a certain trick in itself, but it also transforms your partner's King into a certain trick and his Queen into a very probable trick. Moreover your partner will not declare a red suit unless he has four nearly certain tricks in his hand, and if you have an Ace

you are very unlikely to lose more than two by cards. Therefore with one Ace—though the hand be *carte blanche*—it is always judicious to leave the declaration to your partner if you have not six cards of a red suit.

With one King only and *carte blanche* behind him, I am very doubtful as to the wisdom of leaving it. On the one hand it is a certain guard to one suit. On the other hand your partner will almost certainly make an expensive declaration and the most you can hope for is the odd trick, and if he declares No Trumps on the weakest possible No Trump hand, you run a very fine chance of losing the game. I think on the whole with one King and no other Honour the wisest course is to leave it if you and your adversaries are equally backward, and only make the safety declaration when you are a game and a bit to the good. If, however, the King is the King of Spades and you hold four more of that suit, I deem it expedient in all cases to declare Spades; whatever happens you make certain of not losing much. Similarly with six Clubs to the King and absolutely nothing else, I should almost always declare Clubs. I should only leave it if the game were in a dangerous condition.

Likewise two Queens are a little better than a King, and with two Queens it is almost always well to leave it, but it is not wise, in fact I think it is very silly, to leave the declaration to your partner with only one Queen and absolutely nothing else, unless you want only the odd

trick in No Trumps to put you out. As with the King only, so with six Clubs to the Queen, and nothing but one other Queen behind them, it is almost always judicious to declare Clubs. But failing this with only one Queen and no other probable trick Spades should be declared by the dealer, unless the game is desperate.

Four Knaves are perhaps as good as two Queens, and I think with four Knaves it is wise to leave the declaration. To go No Trumps your partner almost must have two Honours in two suits, and then your little Knaves will help him mightily. But again with six Clubs and no Ace, King or Queen, I should always go Clubs, even if I had four Knaves.

With one Queen and one Knave (unless they are in the same suit and guarded, when they are a little better than one King) never leave it unless the game is desperate, and with one Queen and two Knaves, or three Knaves never leave it unless your own score is eighteen or over, or unless two of the Knaves have a ten to support them.

The Golden Rule may be summed up thusly :—*Unless you have six cards of a red suit, declare a black suit as dealer on your own hand, if you have less strength than one King or two Queens, or four Knaves.*

Let your partner grumble as much as he likes, remember that you are saving your own money as well as his.

In choosing the black suit—choose Clubs if you have six. Also choose Clubs if you have five to the Knave, ten and only two Spades. This I think about equalizes the prospects of loss in the two suits. With five to the Knave, ten you are not likely to be doubled in Clubs, whereas with only two Spades you will be doubled twice in three times, and lose more tricks than in Clubs. But —a very important but—the adversaries cannot win the game if they are nothing up, even if they do double Spades.

When the declaration is left to you and you cannot declare a red suit or No Trumps, declare Spades. Do not declare Clubs unless you have three almost certain tricks if Clubs are Trumps.

Whenever you have to make a declaration look at the score always before you make it, and then look at your own hand again. Do not go No Trumps if you have five Diamonds, if the odd trick in Diamonds will put you out, or if you have five Spades if the odd trick in Spades will give you the game, unless you have a moderate certainty of the odd trick in No Trumps on your own hand. Going No Trumps with your score at 24 is much like starting a half-crown cigar just as the second bell rings. To be able to afford it you must have considerable means.

When you are twenty-four up make any declaration you like which seems likely to give you the game,

remembering always that over-rashness at that stage will be heavily punished, as your adversaries are sure to double if they have the vaguest chance of the odd trick.

When the adversaries are 28 up and the declaration is left to you, go your strongest suit, and if there is a choice between two declarations make the most expensive one. It is just as pleasant to be hung for a sheep as for a lamb.

*Exempli gratia.*

If the adversaries are 28 up and you hold

| | | |
|---|---|---|
| Hearts | .. | .. 10, 9, 6, 4 |
| Diamonds | .. | .. Queen, 8, 4 |
| Clubs | .. | .. King, 6, 2 |
| Spades | .. | .. Knave, 10, 3 |

go Hearts boldly and blow the expense.

In the Appendix will be found a series of hands, doubtful and otherwise, the declaration on which depends somewhat on the state of the score. The general principle of all declarations must be that if you have a really good hand you make life as expensive as possible, and if you have a bad one you make it as cheap as possible.

## CHAPTER VI.

## DOUBLING.

My advice to those about to double is the same as that of Mr. Punch to those about to marry. Don't !

Unless the odd trick will take your adversaries out never double if you are on the declarer's right, unless you have an absolute certainty ; this is of course obvious. Not only do you betray your strength, but you also have a very poor chance of making any of the cards which you may be pleased to consider probable tricks.

But if your adversaries have made a declaration on which the odd trick will take them out, double them nobly if you have any reasonable chance of making with your partner's assistance, the odd trick. It is always pleasing to have a run for your money as the old lady said when her legs went through the bottom of the cab. At the same time, however, if you think that, by dissembling, you increase your chances of the odd trick, on no account double. With four Trumps to the King and an Ace or two, you can do little harm by doubling if you are on the declarer's left, but you may do yourself a wanton injury if you double and betray your strength, when you are on the declarer's right. With strength in all the suits but no Honours in Trumps it is very often

politic, if the odd trick will give your adversary the game to deceive that adversary by doubling. But do not do this unless the lead is in your own hand. If you double when the lead is with your partner he will probably lead Trumps and ruin you.

Never double a red suit except on a certainty, unless it is your partner's lead and it is of great importance that he should lead Trumps

*Exempli gratia.*

Your right hand adversary having declared Hearts when it was left to him and you hold

| | |
|---|---|
| Hearts .. | .. Ace, Queen, 10, 9 |
| Diamonds .. | .. Ace, King, 4 |
| Clubs .. | .. Ace, 10, 3 |
| Spades .. | .. King, Queen, 2 |

you will probably have finally to lead up twice to the adversaries tenace unless your partner leads Trumps at the very beginning of the game. Either the declarer has six Hearts or he has four nearly certain tricks, and the dealer, if he is not the declarer. must have one probable trick. It is therefore probable that your partner will not win a trick and will not be able to lead again after the first trick. Therefore double. I may remark, however, that such a position is not a very common one.

To a beginner I would say, Do not double anything except Spades until you have played the game for six months. Be content to score 8 for each trick if the

adversaries go Hearts when you have a good hand, and do not ask too much of Fortune. She has a nasty way of jumping on you, if you deal lightly with her gifts. I once doubled Hearts on—

| | |
|---|---|
| Hearts .. | .. Ace, King, Queen, 5, 3 |
| Diamonds .. | .. King, Knave, 10 |
| Clubs .. | .. Ace, King, 7 |
| Spades .. | .. Queen, ten |

and I lost two by cards.

Be very cautious also about doubling Clubs. Though Clubs are sometimes declared *faute de mieux*, the declarer has an unpleasant habit of having six of them, and if your partner has nothing you will be redoubled and smashed.

Five Clubs to the Ace, King and three other fairly certain tricks is about the smallest strength on which Clubs should be doubled. Do not trust your partner for more than one trick even when doubling Clubs.

Spades may, and should, be doubled fairly freely. But never double on less than four unless you can play out at least five winning cards. If you double Spades on—

| | |
|---|---|
| Spades .. | .. Queen, 10, 9 |
| Hearts .. | .. Ace, King, Queen, 4 |
| Diamonds .. | .. King, Queen, Knave, 4, 2 |
| Clubs .. | .. Queen |

You may be redoubled, and find your adversaries with six Spades on one side, six Clubs on the other, and the Ace of Diamonds, so that you will lose the Grand Slam.

The profit in doubling Spades is small and there is an indefinite risk. It is true to a certain extent that as neither of the adversaries have a No Trump hand, you and your partner probably have each a better hand than they have. But each of your adversaries, having only four probable tricks, may have cautiously gone Spades, and will drop on you if you double them. Do not double Spades therefore simply for the sake of filthy lucre. Double only, with an eye to the score, in order to reach a landmark. If you are 4 or 16 and the adversary goes Spades the odd trick will make you 6 or 18, 8 is not a whit better for you than 6 and 12 is very little better; to get to 18 or 30 you must make four by tricks. Do not therefore double Spades under these circumstances unless you are so strong that you hope to get four by tricks. That is, unless you have a moderate certainty of the odd trick. Double freely when you are 22 or 26 in the hope of getting out, or at love or 10 in the hope of getting to 6 or 18. But even then you must be certain of saving the game if the adversaries are so base as to redouble you. That is, in order to double Spades you must have four Spades and four almost certain tricks in your hand. On this you need never have any great fear of coming to grief. A fair

measure of value on which to double Spades is (*a*) six Spades (your partner probably has a good hand), (*b*) a No Trump hand, containing four Spades to a big Honour.

On the doubling of No Trumps, might almost be the heading of another chapter, so important is the subject. When it is your lead do not double on anything but a certainty. Seven Spades to the Tierce Major is not a certainty unless you have another Ace to come in with. One of your adversaries may be so unfeeling as to hold four Spades. I have heard it said that it is immoral to double on a certainty, but it is certainly very silly to double, when it is your own lead, on anything else. My morals may have been neglected, but if ever I am dealt eight of a suit to the Quint Major and the adversaries go No Trumps, I shall double and redouble till the end of the world, unless I happen to be in a Newmarket Race Special.

When it is not your lead, you may often save the game by a judicious double. It is a recognized Convention that if your partner doubles No Trumps you should, if it is your lead, open the game with your shortest and weakest suit. If your partner knows this rule, it is clearly the best chance of saving the game if you can give him a hint to lead a suit in which you hold enormous strength.

In No Trumps the victory is generally to the side which first establishes a very long suit. If your partner opens

with a suit of ordinary strength in which you are practically blank, the game is as good as over as far as you are concerned, for your big suit will not be lead until you have had to discard two or three times from it. In any case you have lost the whole and sole advantage which accrues to the non-dealers when there are No Trumps, in that your initial lead has been abortive. Therefore if you are quite sure that you and your partner together have a better chance of making six tricks if he will lead your big suit than of making five tricks if he leads his own, I think you should double. I have always bitterly regretted that I did not double once last year with No Trumps declared on my right, on

| | |
|---|---|
| Hearts .. | .. King, 9. |
| Diamonds.. | .. King, Knave, 10, 5, 4. |
| Clubs .. | .. Ace, Knave, 10, 9, 7, 5. |
| Spades .. | .. Blank. |

I felt sure my partner would lead Spades unless I doubled, and yet I refrained from doubling. He led Spades and we were smashed. If he had led Diamonds or Clubs we should have made two by cards, and he would have led Diamonds if I had only had the pluck to double.

You must of course think it out very carefully. I cannot formulate a Golden Rule for you. But if in the result you can say to yourself "I am sure I can make six tricks if my partner will lead my long suit." Then double with an easy mind.

When redoubling, do not go for probabilities. If you are sure you have a certainty, redouble.

Redouble Spades if you think it was horrible impudence doubling. It is just as well to choke off occasionally the man who always doubles Spades on principle. I think the happiest day of my life was when I redoubled Spades on eight to the King, Queen, Knave. With six to the Ace, Queen, Knave, sitting over the doubler it is nearly always safe to redouble if you have any other probable trick in your hand. But recollect that if your partner has gone Spades, he in all probability has a very bad hand, and may have a *carte blanche* without an Ace. Therefore in redoubling expect no assistance of any sort from him, especially if he as dealer went Spades.

In fact in no case, except that in which the adversaries have declared Spades, expect your partner to make a trick when you want to double, and never double anything but Spades and Clubs except on a certainty.

## CHAPTER VII.

# THE PLAY OF THE HAND WHEN THERE ARE NO TRUMPS.

### THE LEADS.

THE card which it is most profitable to lead originally, must clearly depend largely on the declaration which has been made. The original lead when there are no Trumps and the whole play of the hand are entirely different from the lead and the play when a Trump has been declared.

When there are No Trumps your great object should be to establish a long suit. Seeing that an Ace reckons one trick certain, that a King reckons two-thirds of a trick, and that a Queen reckons four-ninths of a trick, it follows that only eight tricks and four-ninths of a trick will be made by Aces, Kings and Queens. Four tricks, and in five deals out of nine, five tricks, will be made by small cards. The adversaries having gone No Trumps, you cannot expect that you and your partner will have your fair share of big cards. You must therefore rely upon your little cards to save the game for you. That is, you must establish your longest suit if you possibly can. If you do not lead your longest suit you are playing, more often than not, into your adversaries hands. It is two to one against your partner's holding the strength in any suit in which you lead from weakness in

order to strengthen his hand. It is two chances to one, therefore, that in leading what you may be pleased to consider a strengthening card, you are opening the very suit which your adversaries are secretly praying that they may be able to establish. If, however, you open with a four-card suit you have at any rate, even if you hold only the 2, 3, 4, 5 in it, a hope of some day holding the thirteenth card, and moreover even if your partner has no strength in the suit you make your adversary chary of leading out his winning cards in that suit for fear of establishing your 5, and, even if you sacrifice your partner's King, remember that it would almost certainly have been finessed against in any case. I cannot believe that it is ever sound to open a three-card suit in No Trumps. If your partner has doubled No Trumps you must of course lead your weakest suit. His doubling is a direct order to you to do so. Otherwise lead your longest suit however weak it may be. In choosing which card to lead of the four or five which you may hold, you should be careful not to part with the command until the suit is established, unless you have another card of re-entry in your hand. For instance holding six Hearts to the Ace, King, and no other card above a nine, if you bang out the Ace, King, you cannot possibly get in again to make the little Hearts even if you establish them at the third round. Even if you have a card of re-entry you give yourself an extra chance of getting in again, through your partner's winning a trick and leading you your suit.

Unless you have great strength in a suit, it is not necessary to lead a large card in order to bring out something substantial from the adversaries. If your partner's best card in the suit is a six, your chief hope must lie in keeping your big cards for a possible finesse, or for a certain guard if your partner is unable to return you your suit. Holding Ace, Knave, nine, eight, seven, you may think it sound to draw an Honour with the Knave, but there will be no soundness in it if the ten, Queen and King are all against you. With Ace, Knave, ten and others, you have three of the Bridge Honours, and should consider this great strength and lead the Knave originally. You may do but little in the suit if the nine, Queen and King are all against you, but if your partner has three to the six even, your suit must be established in two rounds. The general rule is—*Do not lead a high card unless you hold three of the Bridge Honours in the suit which you are opening.*

Whatever strength you hold in a suit, remember that your adversaries, having gone No Trumps, are almost certainly guarded in three suits out of the four. Holding King, Ace and two others, if you lead out the King and the Ace, you are possibly establishing five to the Queen adversely. It is not probable but it is possible. On the other hand if the suit is equally divided you will certainly make three tricks in it. If you cannot get in early enough to do so, you clearly could not have

saved the game under any circumstances. Moreover the Queen may lie on your left, and your partner's Knave may make, to your great joy and profit. It is certainly at least three to one that the Queen is against you guarded.

Holding five to the Ace, King, you clearly cannot win these five tricks straight off unless your partner has the Queen, or unless he has four. The latter is most improbable and the former is a distinct argument in favour of not leading out the Ace, King. Even with five to the Ace, King, Knave, ten, the chances of catching the Queen are so remote, that the Ace, King should not be led out unless you have a sure card of re-entry with which to bring in your suit again if it should take three rounds to draw the Queen.

With six to the Ace, King, Knave, it is far more probable that the Queen is guarded than that it is not guarded; firstly, because the adversaries having declared No Trumps, are probably guarded in the suit; secondly, because giving any man the Queen, it is 1, 40, 315 to 36, 832 that he has at least two others. That is, the betting is nearly four to one against your dropping the Queen if it is against you; if it is with your partner, you assuredly lose nothing by leading a little one. If, however, you have a sure card of re-entry with which to bring in your suit even if you fail to catch the Queen, you lose very little by trying for the chance of catching the Queen. You can get in again and make all the little ones, and the chance of catching Queen is good enough to try for.

Without the Knave, I do not consider the chance worth taking. There is just a chance that your partner has three and that your adversaries have only two each, but it is an infinitesimal chance. It is certainly more than four to one against it, and it is, theoretically, only two to one against his holding the Queen, which will suit you just as well.

With seven to the Ace, King, if your adversaries are guarded your partner probably only has only one card of the suit, and will not be able to return it, if you open with a little one in order to give him a chance of helping you. Therefore it is useless to do so, and the Ace, King should be led out, even if you have no card of re-entry.

With the Ace, Queen and little ones, for reasons similar to but even stronger than the above, lead a little one unless you have eight, or seven to the Ace, Queen, ten. Even with eight the chances against your catching the King are just over four to one. With eight to the Queen only the chance of catching the King is just worth taking if you have a sure card of re-entry to put you right if you fail to catch the King. Having caught the King you have still to catch the Knave, which is extremely improbable if you have only seven. But if you do fail to catch the Knave your partner must have had only one of the suit originally.

With seven to the Ace, Queen, Knave the chances against the catching of the King are seven to one, with

six to Ace, Queen, Knave the chances are over ten to one; the latter chance is only just worth taking if you have a sure card of re-entry—not otherwise.

If you could have caught the King, your partner will almost certainly have a card of the suit to return you. By leading a little one you may lose one trick, but by leading the Ace you may lose five tricks.

With Ace, Knave, ten and others, the Knave should be led, in order to make it practically certain that even if your partner be very weak, the suit will be established with the loss of two tricks, and in order to give yourself the additional chance of catching an adverse Queen on either side if your partner holds the King, thereby establishing the suit without the loss of a trick.

For similar reasons the ten should be led from Ace, Queen, ten, nine and others, but with Ace and any number of little ones lead your littlest. You do not desire your partner to count by the eleven rule and make a brilliant finesse with the result that he blocks you in the third round when you have five or six. If you have only four your littlest is your fourth best and your partner can play the eleven rule if he wants to. You do not need to show him five, it is sufficient for him to know that that suit is your best suit and that he is to unblock even with three. Your adversary can play the eleven rule much better than your partner can, and it is of tremendous importance to your adversary to know exactly how many

you have both for purposes of holding up command and of finessing in other suits. He will not give you a chance of getting in if he can possibly prevent it, if he *knows* that you have three winning cards in your hand.

With King, Queen and two or even four little ones, if you lead the King, you are no doubt certain of making one trick in the suit; but one trick only in your long suit is of very little use to you. You are opening the suit in the hope of making three tricks in it at least. This can only be done with your partner's assistance. Leading the King, the adversaries are almost certain to make both Ace and Knave if your partner has neither, and if he has either, your lead of a little one will establish your suit for you at once; if he holds the ten only, it is possible that that ten will draw the Ace. In any case it is theoretically five to four on your partner holding either Knave or Ace.

With the King, Queen, ten, however, and two or three others, it is not improbable that either Ace or Knave, if adverse, are only singly guarded, and if your partner has the Knave you clearly lose nothing by leading the King. If Ace and Knave are both doubly guarded against you or are in one hand with a small one, you are just as badly off if you lead the little one as you would have been if you had led the King. With only four to the King, Queen, ten there is not nearly so good a chance of finding either Ace or Knave only singly guarded, and there is a danger of losing all benefit of your partner's possible Knave or Ace.

The King should, I feel sure, only be led from the King, Queen, ten, and at least two others. After the first round you can see whether to continue with the Queen or with a little one, according as your Queen will catch an exposed Knave or not. With seven to the King, Queen your best chance of making tricks clearly is that the suit is evenly divided and will be established at once.

With the King, Queen, Knave lead the King always. Continue with the Knave if you wish your partner to play out the Ace if he holds it, with the Queen if you wish him to hold it up. You can easily see which course will suit you best.

If your partner holds the Ace and only one other, he must put the Ace on your King unless he sees a Knave guarded in the exposed hand.

Holding Ace and two little ones (other than the ten) he should hold the Ace up the first round, and play it or continue to hold it up on the second round according to your instructions.

With four to the Ace your partner will prepare to unblock on the first round. If you lead the Queen to the second trick he will play his smallest, thereby calling in the suit and informing you that he holds four to the Ace.

With five to the Ace he will play the smallest but two to the first trick, and the smallest but one to the second trick whether you play the Queen or the Knave, thereby calling and at the same time unblocking in case he should find you with six. When your partner has called in your

King, Queen, Knave suit, you will lead to the third round either your largest or smallest remaining, according as you wish to place the lead in his hand or your own when your share in the suit is finished. If he has more than you, you of course want to leave the lead with him and will lead your largest to the third trick. If he has less, you will want to retain the lead yourself. If he has an equal number, you want to place the lead so that the exposed hand may be led up to or through (when this great suit is exhausted), according to the strength or weakness of the exposed hand.

But one's partner, alas, very very rarely has the Ace when you hold the King, Queen, Knave. In the first place it is always two to one against his holding any Ace, and the odds are very much more than this when one's adversaries have declared no Trumps.

Not holding the Ace, your partner must do all he can to tell you how many he has got. Unless your adversary has a certainty of the game without finessing, he will almost certainly hold up the Ace, until he calculates that your partner is exhausted, and you will often find yourself on thorns after the second trick, as to whether to go on with the suit or not. Holding three it is clearly unnecessary for your partner to unblock. The three will fall satisfactory to the King, Queen, Knave, or King, Queen, ten. Holding four he must unblock. Holding five he must prepare to call and unblock at the same time in case you have six-

If there is no small card missing from the first two tricks, you know your partner has not more than three. If there is a small card missing, you must hope that your partner has four (your adversary may be deceiving you); if your partner has called in the first two tricks you may go ahead gladly.

I have dealt with this King, Queen, Knave business at some length, because at least once a week I am tortured by uncertainty as to whether to continue the suit after the second trick or not. My partner seems to invent new ways of perplexing me every time. Sometimes he plays his highest first and gradually descends to his smallest, so as to be quite certain of getting out of my way; and sometimes he plays the smallest first then the biggest and then the middle one. The result is that I am in terror lest the dealer should hold five to the Ace, ten, when I only have four. If these Conventions (which are surely very simple) were only adopted by every one, some at least of these tortures would cease.

It is nearly always right to continue the suit to the bitter end. Do not change it unless disaster is more probable than not. Your adversary may be marked with five and disaster is then probable. But if the falling of your partner's ten does not mark him with five reflect that your partner is just as likely as the dealer to have the ten. It is better to risk losing a trick in your original suit than to risk a holocaust in some unknown suit. Having gone

No Trumps your adversaries are almost certain to be together stronger than your partner in any given suit.

With King, Knave, ten, the Knave should be led. (It cannot be sound to lead the King because you have eight; the Ace is just as likely to be single as the Queen.)

From the Queen, Knave and little ones you can do nothing unless your partner has either ten or King or Ace, therefore lead the little one. But with the Queen, Knave, ten, lead the Knave and make certain of establishing the suit in two rounds.

From the Knave, ten, nine also lead the Knave, chiefly in order to get a finesse from your partner.

In all other cases lead your smallest. It may be convenient to tabulate these leads.

THE LEADS, WHEN THERE ARE NO TRUMPS.

| | From— | |
|---|---|---|
| Ace ... | Ace, King and five others .. | Always. |
| | Ace, King, Knave, *ten* .. | Only if you *have a sure* card of re-entry. |
| | Ace King, Knave, and three others | |
| | Ace, Queen, and five others. .. | |
| | Ace, Queen, Knave and two others. | |
| | Ace, Queen, ten and three others. .. | |
| King... | King, Queen, Knave, &c. | |
| | King, Queen, ten and two others or more. | |
| | King. Queen and five others. | |
| Knave | Ace, King, Knave, ten .. | If you have no sure card of re-entry. |
| | Ace, Queen, Knave, &c. .. | |
| | Ace, Knave, ten, &c. | |
| | King, Knave, ten, &c. | |
| | Queen, Knave, ten, &c. | |
| | Knave, ten, nine, &c. | |

Queen ... Ace, King, Queen, &c.
Ten ... Ace, Queen, 10, 9, &c.

In all other cases lead your smallest.

If No Trumps have been declared to your right a King is probably a sure card of re-entry. If the declaration has been made on your left a King almost certainly is not a card of re-entry. A glance at this table will, I think, explain why I choose the Knave as the card to lead from King, Knave, ten; Ace, Queen, Knave; and Ace, Knave, ten. You do not want to tell your partner and the dealer very much. The mere fact of your leading a suit announces it as your opinion that the best chance of saving the game is to get that suit established. Your partner does not care to know the exact strength; if you lead a little one, he hopes it is great. If you lead an Honour, he *knows* your strength is very great indeed. When you lead the King or Ace the information which you give your adversary may be most disagreeable, but it will not be very useful. If the Queen be led from two of the above Knave-lead combinations, you reduce the possible Knave-lead combinations to four, and make the lead an almost certain indication of your exact strength; if the Knave be led, the dealer having only one Honour in his own and Dummy's hand combined cannot tell whether the lead is from Ace, Knave, ten, or Ace, Queen, Knave, or Queen, Knave, ten, or Knave, ten, nine, and is often in a quandary accordingly.

The Knave tells your partner all that it is necessary for him to know and that is that his room is preferable to his company and he had better get out of the way.

### Third in Hand Play.

Third in hand play is fairly obvious when the leads are recognized.

*When the Ace is led*, get out of the way as quickly as you can. With Queen and one other or King and one other throw away the King or Queen. This is absolutely necessary. You will get horribly in the way if you do not. But holding King and two others or Queen and two others, the King or Queen should only be played to the second trick.

*When the King is led* your partner has either King, Queen, Knave, or King, Queen, ten and two others. If you hold Ace and one other, play the Ace and return the little one, unless you see the Knave and two others exactly in the exposed hand. In that case the suit clearly cannot be established and made use of unless your partner has a card of re-entry ; therefore keep your Ace for the second round, and then fish for his card of re-entry. If the Knave and three others (other than the nine) lie in the exposed hand, it is better to put on the Ace and return the suit at once, thereby enabling your partner to establish his suit without parting with a precious card of re-entry. If the exposed hand holds the Knave, nine and two others, however, the suit can

only be established with the loss of two tricks. The Ace must be kept till the second round and (if you held originally the Ace and one other only) another suit must be opened. With Knave and one other only, throw away the Knave on the first round to King led, you will only get in the way if you do not. But with Knave and two others keep the Knave for the second round. With four unblock, and with five prepare to call and unblock at the same time.

When the Knave is led there is very great strength in your partner's hand and your room is preferable to your company. Put on any Honour you hold (even if it be the Queen) unless there is a guarded Honour in the exposed hand between your's and the Knave. Dummy's Honour will get in your partner's way just as much as your own and there is no occasion to get out of the way before Dummy has done so. If, however, the Queen and one other only be in the exposed hand, put on your Ace or your King (holding Ace or King and one other only) and let your partner catch that Queen with his King or his Ace. Even if your partner was only leading from Knave, ten, nine, you lose little by this. But holding Ace and two others or King and two others, you should hold up your big card till the second round if Dummy holds the King when you hold Ace, or Queen when you hold King.

With a small card led, play any reasonable finesse which may save a trick which must otherwise be lost.

With Ace, Knave or Ace, ten in your own hand, and the King singly guarded in the exposed hand, finesse the Knave or the ten. The nine must not be finessed as your partner cannot hold Queen, Knave, ten. But the Knave or ten may make and save a trick and cannot lose one.

But if the King in the exposed hand be doubly guarded, you gain nothing by your finesse. The King must make on the third round, unless you abandon the suit—a most unwise thing to do. Therefore with the King doubly guarded in the exposed hand play out your Ace and return your Knave or your ten in the hope that it may completely establish a long suit for your partner.

When the King, however, is so strongly guarded that it must be bad for you to return the suit, you should make an enormous finesse as your only chance of doing anything with that suit. With the King, Knave and a little one, or the King, ten and a little one exposed finesse even Ace, nine; you *may* thereby establish the suit with the loss of one trick and it clearly must cost you two tricks to do so if you put on the Ace, if the nine would not have made.

With the Queen and one little one only exposed finesse nothing (except King, Knave of course); your partner can do the catching of an unguarded Queen for himself. But with Queen and two little ones exposed, the finesse of Ace, ten or King, ten may save a trick, and

cannot lose one. Ace, nine, and King, nine are both useless finesses against the Queen only, as your partner cannot hold Ace, Knave, ten or King, Knave, ten.

With the Queen and three others exposed against you, you must lose a trick in this suit, unless holding four cards yourself you abandon the suit in order to put your partner in in another suit and get a second lead through the Queen. This is a most dangerous thing to do. Therefore put on the Ace and return the Knave or ten with which you were tempted to finesse, unless one of the guards to the Queen be a ten or a Knave.

If the Queen, Knave and two others, or Queen, ten and two others be exposed, if you put on the Ace and return the nine, you clearly have come to an end of all things in that suit—the Queen, ten or Queen, Knave are masters of the situation. Therefore finesse the nine. You may establish a long suit at the cost of one trick only, and you clearly cannot lose much as far as that suit is concerned.

If, when great strength in your partner's suit is seen in the exposed hand, you yourself have a suit much stronger than your partner's can be, it is better to put on the Ace and change the suit.

Ordinarily, directly you get in, return your partner's suit. I have seen the game lost frequently by changing the original suit. It cannot be too forcibly stated that with No Trumps declared against you, your best chance

of getting the odd trick is to establish one long suit. If you try to establish two long suits, you will almost certainly fail to establish either.

There are cases of course in which it would be clearly fatal to return your partner's suit. For instance you may win the first trick with a Queen and see the Ace, Knave, ten in the exposed hand. You had better drop that suit like a hot potato. But if only the Ace, Knave only are in the exposed hand, do not be afraid to return the suit. Your adversary will take good care to make two tricks in it by finessing in his own good time. It will take you two rounds to establish your partner's suit, but there is always a good chance of its being worth establishing. If you, being afraid of that Ace, Knave, start off with another suit in which you have four to the King, it may take you four rounds to fail to establish that King. The case is different if you yourself hold a very strong suit, and you can see from the exposed hand that your partner's suit is a weak one or not nearly as strong as yours. You may then be forgiven if you try to establish your own suit. But you must be able to lay your hand on your heart and declare that you were morally certain of establishing your own suit in fewer rounds than your partner could possibly establish his own. Do not, I pray you, abandon your partner's suit merely for the sake of leading up to weakness in the exposed hand. You know not what appalling strength you may discover in the unexposed hand.

### Discarding.

In Whist when you are strong enough to get out all the Trumps and retain the lead, your correct discard is from your weakest suit—so in Bridge your correct discard is from your weakest suit, when there are no Trumps and your partner has the lead. Guide him exactly to the suit which you want him to lead. There is a very great difference between the complexion which the game wears when your partner is leading out winning cards, and its complexion when your adversary is doing so. If your adversary has the lead, you dare not unguard even a Knave, and it is generally difficult to discard from a weak suit without unguarding it. Your only thought then, when your discard has to be made while the adversary has the lead, is to keep weak suits guarded, and to avoid betraying your partner. Your only thought when your partner has the lead should be to guide him to the suit you want led. Your partner must draw no inferences from discards made while your adversary is winning tricks, but must infer that your first discard made while he is winning tricks is from the suit which you particularly do not wish him to lead, and that the suit from which you do not discard while he is leading is the suit which you want him lead. A lot may be done by calling, for which see Appendix C.

If you have to discard from all three suits, the suit which you discard from last is the suit which you want led.

Be very particular, when you are discarding to adverse tricks, that your discard does not betray your partner's hand. With the Queen, Ace of Hearts exposed to your right, if you discard three small Hearts to three adverse Spades you very likely inform your adversary that your partner's King is unguarded. Even if you only discard two of them you give the adversary a pretty broad hint that you have not got the King. Likewise with King, Knave, ten of Hearts on your left if you discard all your Hearts to adverse Spades, you entirely betray your partner's strength or weakness as soon as the suit is led and you fail to follow suit. It is very very seldom wise to discard your last card of a suit. If your partner has any strength you may want to lead that card towards the end of the game. If he has a guard in the suit his guard can be very much sat upon if you are found to be void as soon as the suit is led.

Likewise tell your adversary as little as possible by your discard. Your partner will not ordinarily lead a suit in which great strength is exposed, and you do not tell him much by discarding from that suit. You may however very likely just tell your adversary what he most wants to know by discarding from Dummy's strongest suit.

### The General play of the Hand.

There can be no Conventions as to the general play of the hand from the sixth or seventh trick onwards. Each hand must be taken as a special case. The cards very often practically play themselves; if a man cannot

see what he had better do when twenty-four cards have been played and fourteen others are visible, no amount of lecturing will keep him straight. The first thing to do is to save the game. Do not be tempted to try a coup which may give you the odd trick if it comes off, and lose you the game if it does not. Cards may very often be placed in the dealer's hand by the declaration made by him. If he left it he had not a No Trump hand, and if he has already played two Aces and a King he almost certainly has no more picture cards in his hand. If the dealer has been discarding from Hearts he probably has not got any strength in that suit. If he has left two little Diamonds in his partner's hand when he might have discarded them, he probably has two Honours in Diamonds. On the other hand, he may have discarded those Hearts in order to persuade you to lead up to his Ace, Queen, Knave, and have kept those two little Diamonds in order to make you think he has two big Diamonds when his highest card of that ilk is the six. I might fill about ten pages with little tips of this sort, but as they do not always come off, it is as well to save my printer's ink, and your time.

There are however a few hard and fast rules which I should have thought were obvious, but that I so often see them disregarded. The first is :—*Hold up the command of your adversaries' long suit as long as possible.* For instance if the dealer goes No Trumps and Dummy puts down six or even five Spades to the King, Queen, Knave, and no

other picture card, if you have been blessed with the Ace freeze on to it (if you can do so without revoking) until you know for certain that the dealer has no more of that suit with which to put his partner in again. If you part with the Ace before the dealer is exhausted, you are presenting him with two and perhaps three extra tricks in that suit.

Similarly if the exposed hand has gone No Trumps and the dealer plays out from it the Ace and then one of two little Clubs, being all he had in that suit, you may infer that in the dealer's hand are five or six Clubs to the Queen, and if you hold the King and two others you should hold it up till the third round. Even if the exposed hand had only the Ace and one little Club, you should refrain from putting your King on the second round on the chance of your partner's making a Knave on a finesse, or holding the Queen single. The bottling up process may be carried to excess, but it is better to carry it to excess than not to practise it at all.

A corollary to the above maxim is :—*Hold up the guard to your adversaries' long suit as long as possible.* If you hold three to King and there are five to the Ace, Queen, Knave exposed on your right, the dealer will probably finesse. You should not take the first trick. If the dealer then puts himself in again for another finesse he very likely ruins his hand, and if he bangs out the Ace

you can stop the suit on the third round, after which the dealer having none *left* will not be able to put his partner in. Even if there is still a card of re-entry in the exposed hand, you will find it far easier to discard with that big card out of the way than with it still there.

The second maxim is :—*If a finesse is certain to be made and certain to be fatal to you, sacrifice your big card.* For instance, if there lie Ace, Queen and three little ones or Ace, Knave and three little ones to your left and the dealer leads the Knave or the Queen, holding yourself the King and two little ones or the King and one little one, you know that it is morally certain that the dealer proposes to finesse. Your only chance therefore of preventing the establishing of the suit is to put on the King and pray that your partner holds the ten. Even if the dealer holds the ten you have lost nothing by playing the King as it would have been caught on the third round.

Holding four to the King, it is not *de règle* to put it on, but if one of the three young ones is the ten you clearly losing nothing by doing so.

This rule also may be carried to excess. If the ten also is in the exposed hand, you establish the suit completely by putting on the King. All you can then do is to pray that the Queen or the Knave was the only card of that suit in the dealer's hand.

In judging of the certainty or uncertainty of a finesse, you must consider largely the personal equation of the dealer. Holding the Queen and two little ones, with Ace, King and others exposed, if the dealer leads the Knave, he may really be intending to finesse, or he may be only trying to frighten you. If you look deeply grieved and groan and pull out the Queen three or four times and then jerk it back again, he will almost certainly finesse, but if you play a little one without hesitation, he may very likely funk it at the last minute. If you know him to be a man who always finesses down to his boots, you had better put on the Queen, but if he is a man who very rarely finesses more than the customary Ace, Queen, you may almost always safely pass it. Playing with strangers, I should put on the Queen or the Knave if there were only four of the suit in the exposed hand, and pass it if there were five unless I held the nine myself. It goes without saying that a card played into a *fourchette* should always be covered.

A third maxim is :—*If a successful finesse is your only chance, lead your best.* For instance, you know from the fall of the cards that in order to save the game you must make two tricks in Clubs. You hold the Queen and three little ones, and the King and two little ones are exposed on your left. Lead the Queen. You cannot make two tricks in the suit unless your partner holds both Ace and Knave, and if he does hold Ace and Knave and ten you make

three tricks in the suit instead of two. This is so obvious that I would not have mentioned it but that I have seen twice lately the little one led on the ground that if the partner held Ace, ten, even, the game might still be saved. That is not true. The Ace, ten, nine are necessary to save the game, and the nine will equally save the game for you if you lead the Queen. If the Ace is against you, the game is gone, and the extra expense does not matter much.

Fourthly, *never, never finesse across a gap which is void in the exposed hand.* This is what is commonly called finessing against yourself. Yet time after time I see it done.

Fifthly, *always take your partner's trick if it can do no harm, and may do some good.* This is especially necessary when the adversaries are holding up command; for an illustration of my exact meaning, read Game No. VII. You can see, by looking at the exposed hand, if it is necessary to take your partner's trick; *e.g.*, Holding five Hearts to the King, Knave, you lead a small one. Your partner takes the trick with the Ace and returns the Queen. If there were two Hearts originally in the exposed hand, the dealer must hold four to the ten, unless your partner held three originally. Therefore pass the Queen. But if there were three Hearts originally in the exposed hand, your Knave must drop the remaining cards in the suit however they lie, and your partner may not have

another to give you. Therefore take Queen with the King and continue with the Knave.

Last but not least. *Never play a false card.* Your adversary will play false cards on every possible occasion. How is your poor partner to worry through if he has two men deceiving him? Moreover, a false card very often tells your adversary more than a true card would have told him.

For the rest the main things are to note each discard, and who made it, to count the number of cards in each suit remaining, and their value down to the two. If you can do half this, you need no sort of advice from me. If you cannot do more than a quarter, advice will probably do you very little good.

### On the Play of the Dummy Hand.

In playing the Dummy hand there are probably only two important maxims. The first is to hold up your Ace or commanding card of the adversaries long suit until the third round, unless you are sure of the game without a finesse; and the second is never to finesse against the hand which has a long suit established, unless it is absolutely necessary to do so to get the odd trick. Be as chary as possible of the week hand's strength, and nurse tenderly his cards of re-entry, and try and think in the early stages of the game where you will probably want the lead in the end stages. Do not play a big card second in

hand unless you are o liged to do so in order that that big card may make. Knowing the conventional leads you can nearly always guess whether to cover the Knave or not. It is generally not right to do so on the first round, unless the card with which you have to cover is likely to be caught on the second or third round. If you are going to finesse, always finesse to the hand from which you want a lead to come. With Ace, Queen, ten, finesse the ten unless an unsuccessful finesse is going to be fatal. For it is three to one on the second finesse being successful. Finesse in the second round of a suit in preference to the first and finesse as much as you like when you have all the suits guarded, and not at all if there is a whole suit against you. These, I think, are all fairly obvious maxims; there can be no Conventions for the play of Dummy; with very little practice even a beginner should be able to make all the certain tricks and attempts to get more are very often disastrous. As I said before the great thing to do is to note all the discards and count each suit down to the two.

## CHAPTER VIII.

## ON THE PLAY OF THE HAND WHEN THERE ARE TRUMPS.

WHEN a suit, other than Spades, has been declared Trumps, it is certain that five and probable that six or seven tricks will be made by Trump cards. Aces, Kings, and Queens will account for either six or seven tricks in the other suits, leaving one or perhaps two tricks to be made by cards lower than a Queen. Therefore the chief idea is to make all your high cards. If you have an Ace other than the Ace of Trumps in your hand, lead it out. It is not very probable that your declaring adversary is strong in the suit from which you lead an Ace, and it is even betting that your partner is as strong as the other adversary in that particular suit. Moreover, if you lead out your Ace you can get a look at the exposed hand and consider quietly what your partner would like you to lead next. You partner need draw no inferences from your lead of the Ace. It may be a singleton, or the best of three, or the best of six.

If you have the Ace, Queen of a suit it is a great temptation, I know, to hold up the Ace on the chance of a finesse, but the odds are two to one against the King lying with your right hand adversary, and you will nearly always find it pays best to lead out the Ace and

see what is to be done next. If, however, you are so fortunate as to hold King, Queen of one suit and Ace of another, the King may with advantage be led. Under all circumstances open a King, Ace suit if you have one. If you do not lead either a King or an Ace, your partner must assume that you have neither a suit with an Ace in it, nor a suit with King, Queen it it. I am fully aware that by leading a little one an extra trick may occasionally be made, but I have so often seen the game lost in Diamonds and Hearts by a failure to make tricks while the lead is with you that I am certain that the best chance of saving the game and making a score is to open the game with an Ace. Of course if you play with people who lose the odd trick as often as not when they make a red suit Trumps, you may adopt tactics suitable to such a game ; but if you play with reasonable men who only make a red suit Trumps when they are almost certain of the odd trick, the reasonable course is surely to make your big cards while you can. Failing a King, Queen suit or an Ace suit, a singleton is an excellent lead. But I hate a doubleton. About once a week the man opening a two-card suit makes a rough in it. On the other occasions he has all his Trumps taken out of him before the suit can be led three times. Even if your doubleton lead is successful once in four deals, it is surely far better for your partner to know that your lead, whatever it may be, will not result in his sacrificing

two good cards of a suit, which might have made if they had been led up to or even through, in order that you may make one wretched little Trump. A singleton is different; your partner can trust you, when he returns your suit, to either rough the suit or play a big card to it, and you may make two Trumps. Failing, therefore, an Ace suit, and a King, Queen suit, and a singleton, lead the suit which, being of number not less than three, contains the biggest card. Holding an absolutely miserable hand you must try and lead something which will strengthen your partner. It is a bad hand that, having in it neither an Ace, a King or a Queen, does not contain a Knave and a ten in the same suit. A Knave led from a Knave, ten and no other even, is often of extreme value to your partner, and a Queen and a little one will also sometimes help him much.

If you have led out an Ace, and it has not been trumped, if you continue that suit your partner will assume that there is no danger in leading a third round in it. If you stop the suit after the Ace, he should not return it to you unless he has so many himself that danger cannot arise.

With King, Ace—always lead the King and then the Ace—unless you hold the King, Ace only. Your partner is rarely interested in the fact of your holding five or six of the suit; on the other hand be badly wants to know whether you can rough a third round or not. If you lead

the Ace and then the King, your partner will assume that you can rough at the third round. If your partner calls when you are leading out King, Ace, you know for a certainty that he can rough the third round. If he does not call (unless his second card is the Knave or Queen) you know for a certainty that he cannot rough the third round. Whenever you get the lead, either lead out winning cards or return your partner's suit, or give your partner a rough, or lead through Dummy's strong suits if you are on his right, and up to his weak suits if you are on his left. Lead through a weakly guarded King or a weakly guarded Queen whenever you can, and do anything you can to prevent the weak Trump hand making a Trump by roughing.

*Above all things never lead a suit on which one of the adversaries (unless that adversary has failed in Trumps) can make a discard, and the other rough or play a winning card.*

In opening a suit, let the ordinary Whist leads content us, and let American leads be *taboo*.

One maxim only of the No Trumps maxims need be remembered and that is that if a finesse is certain, and certain to be fatal, sacrifice your big card, unless the sacrifice is obviously vain.

When Spades are Trumps, you generally hope rather to make the odd trick, and probably not more than four Spades lie in one hand; you may hope to establish and

bring in a suit of five to the Knave, and may, if you think fit, lead it. If your partner doubles Spades, lead them cheerfully. He *must* want them out, holding either an excellent hand or six Spades. The only variation to this rule should be that you have a beautiful Queen, Knave, ten suit or King, Queen suit or Ace, King suit to which you would like to invite his attention, or a singleton on which you would like to make some little Spades. This cannot deceive your partner. He will assume that, if you do not lead Trumps, or a King or a Queen or an Ace, that you have either led a singleton or that you have no Spades.

It has been suggested in some Bridge circles that inasmuch as the hand which declared Spades probably has no strength in the suit, the leader should not at once lead Spades to his partner's double. This, I venture to think, is wrong. The dealer is bound to be led up to sooner or later even if he has the strength, unless he is fool enough to lead Trumps himself; and it is not wise to assume folly in your adversary. Having a hand good enough to double on it must suit you partner for Trumps to be extracted as early as possible.

On the play of the Dummy hand when there are Trumps, little, I think, need be said. The only maxim I can suggest is, Never risk the odd trick except for a chance of winning the game. Many times and oft may one be tempted to play the *grand coup*, but in

general it will be found that a simpler and more practical method of winning tricks might have been adopted. For the rest, if a man cannot make the most of a Heart hand with five tricks on one side and two or more on the other, he will probably not make very much out of the Game of Bridge.

And now my labour, and yours, poor reader, is ended. If you be a beginner, I venture to think that you will learn much that is useful and nothing that is harmful by reading this little work through once again. If, in practice, you find that the methods recommended result in occasional loss, remember the old Sundial's philosophy—

*Horas non numero nisi serenas.*

Store up only in your memory the occasions on which the theoretically correct declaration brought you comfort and joy, and forget the hands on which you might have made the odd trick in Hearts, because your partner had four to the Ace, and yet having only three probable tricks in your hand you made Spades Trumps and lost three by tricks. Reflect only on the improbability of such a horrible thing happening again.

And you, my skilled reader, I trust you agree with me, even if I have not suggested anything new to you, and I pray you, do all you can to advance the great cause of Bridge Conventions. If mine be wrong, then, please suggest others, and if mine be right, then do try, dear Sir, to get everyone you know to adopt them.

# APPENDIX A.

# DUMMY BRIDGE.

# DUMMY BRIDGE.

## THE SINGLE DUMMY.

THERE are various rules under which Dummy Bridge is played. I do not think any particular set has yet received the commendation of the world, or become stereotyped, but I think the following set are about the best :—

1. Dummy's hand is never exposed until a card has been led to the first trick

2. The player playing with Dummy never changes his seat. The first deal is always Dummy's deal.

3. The player playing with Dummy looks first at the hand for which the deal was made. If he does not wish to make a declaration on the hand which he first looks at, he lays that hand down in front of himself, saying "Force make." The remaining hand then becomes Dummy's hand (*i.e.*, it is exposed opposite Dummy's partner as soon as a card is led by the adversary), the declaration being made from it according to the following rule :—If Dummy has three Aces, he must declare No Trumps. If Dummy has not three Aces, he must declare Dummy's longest suit ; if two suits are of equal length, the strongest must be declared, strength being measured by the addition of the pips on each card, Ace counting eleven, and any picture card ten. If two suits are of equal length, and equal strength, the most expensive must be declared.

4. When the deal is with Dummy's adversaries, Dummy's partner, if he wishes to double, must do so without looking at the hand placed on the right of the dealer. He must always lead to the first trick from the hand on the dealer's left without looking at the other hand. The dealer's partner's hand is also exposed and played by the dealer as soon as a card is led to the first trick.

5. If on the exposure of Dummy's hand it is seen that an inaccurate declaration has been made, the card led may be taken up, and another card led as soon as the declaration has been corrected.

This is clearly a very different game from ordinary Bridge. If you are Dummy's partner you cannot leave the declaration to him in the hope of an intelligent declaration, or in the hope of his going No Trumps. If you have five cards with one Honour in any suit, it is wise to declare that suit. If you have no five-card suit, go either No Trumps or Spades unless you hold either an Honour or three cards in each of the red suits.

Go No Trumps if you have an average hand, Spades if you have not got an average hand.

If you are one of Dummy's adversaries be very chary of going No Trumps. You lose the whole benefit of the No Trump declaration by the exposure of Dummy's hand, and Dummy's partner has the advantage of you inasmuch as he has the initial lead. The approximate

strength on which No Trumps is possible for Dummy's adversaries is, I think, an Ace in addition to an average hand. Declare a red suit if you have four probable tricks in that suit, as your partner will rarely be able to declare No Trumps.

Dummy Bridge is generally a slow game, worked out by a tedious succession of odd tricks.

Double Dummy Bridge is not a bad game if there is absolutely nothing to do, but to play cards.

The rules as to the declaration are the same as in Dummy Bridge. Each player always deals for himself, not on behalf of his Dummy. The player who sits to the right, will always look at his Dummy's hand first when his adversary is dealing and will lead a card from his Dummy's hand before looking at his own hand.

As in Dummy Bridge, you should generally make the declaration yourself. Dummy rarely shows any intelligence in his declaration. No Trumps should only be ventured with great strength, as your adversary has the advantage inasmuch as he has the initial lead.

## CUT THROAT BRIDGE.

Cut Throat Bridge, which, I may say, is a game of my own invention, is not bad fun if you cannot get a four.

The variations from ordinary Bridge are not great, and it is more amusing than ordinary Dummy as there is no sitting out and watching your partner make a mess of Double Dummy.

The three players cut. The lowest cut deals, the next lowest sits on the dealer's left, and the highest on the dealer's right.

After each deal the player on the late dealer's right moves one place to the right, and the player on the late dealer's left deals. The dealer always takes Dummy. If the Dummy's adversaries make the odd trick or more, they each score full value for each trick made.

The player who reaches 30 first scores a game, and makes 50 points above the line for each game won. If two players reach 30 as the result of the same deal, each scores 50 for so doing. The rubber consists of three games of 30, in order to give each player a chance of winning a rubber.

Honours are scored by the player holding them, each Honour counting the value of a trick. When there are No Trumps, Aces count ten each. *E.g.*—*A* has two Aces, *B* has one, *C* has one. *A* scores 20, *B* scores 10, and *C* scores 10 above the line. Again, Hearts being Trumps, *A* has four Honours in his own hand, *B* has one Honour and *C* has Chicane. *A* scores 64, *B* scores 8, and *C* scores 16.

Again, Hearts being Trumps, dealer has one Honour, Dummy has two Honours, *B* has one Honour, *C* has one Honour. Dealer scores 24, *B* scores 8, and *C* scores 8.

This makes a fairly amusing game. In fact it makes an excellent game except that occasionally it happens that a player by playing decently loses money by so doing. *E.g.*—*A* being 16 up, *B* being 0, *C's* Dummy has gone Hearts, and with decent play *A* and *B* ought to score two by tricks. It is a little hard on *A* if *B* deliberately only wins the odd trick, and a little hard on *B* if his good play is to count 50 to his adversary at the cost of himself. We, who play the game occasionally, have agreed that *B* is on his honour to play his best. If he does not do so, he incurs the odium of being considered either a knave or a fool. This is the only drawback to the game.

The score is reckoned in pounds, shillings and pence, by adding up the score sheet, and working out profit and loss as is done in Snookers.

*E.g.*,

| | *A.* | *B* | *C.* |
|---|---|---|---|
| | 50 | 50 | |
| | 50 | | |
| *A.'s* Dummy vii. No Trumps ... | 30 | 10 | 0 |
| *C.'s* Dummy vi. Dummy lost the odd in No Trumps. | 20 | 10 | 10 |
| *B.'s* Dummy v. No Trumps (3 tricks)... | 0 | 40 | 0 |
| *A.'s* Dummy iv. Diamonds (3 tricks)... | 12 | 12 | 6 |
| *C.'s* Dummy iii. Spades (2 tricks) ... | 0 | 2 | 8 |
| *B.'s* Dummy ii. Hearts (2 tricks) ... | 8 | 24 | 8 |
| *A.'s* Dummy i. No Trumps (1 trick)... | 20 | 10 | 10 |
| | (i)12 (iv)18. | (ii)16 | (iii)4 |
| | | (v)36 | |
| | (vi)12 (vii)24 | (vi)12 | |
| | 256 | 222 | 46 |

Result.

| | Rs. |
|---|---|
| *C* pays *A* 210 | = −21 |
| *C* pays *B* 176 | = −17 |
| *C* | − 38 |
| *B* pays *A* 34 | = −3 |
| *B* receives from *C* 176 | = +17 |
| | = +14 |
| *A* receives from *B* 34 | = +3 |
| Ditto *C* 210 | = +21 |
| | +24 |

Result *C* −38, *B* +14, *A* +24 } ±38

## APPENDIX B.

# SOME TYPICAL HANDS DISCUSSED.

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# SOME TYPICAL HANDS DISCUSSED.

## SOME NO TRUMP HANDS.

| I. | II. |
|---|---|
| Hearts ... King, Queen, 4. | Hearts ... Ace, Queen, 6. |
| Diamonds, Ace, Knave, 3. | Diamonds, Ace, Queen, 5. |
| Clubs ... Queen, Knave, 10, 6. | Clubs ... Knave, 10, 9, 8, 7. |
| Spades ... 9, 8, 7. | Spades ... 4, 3. |
| **III.** | **IV.** |
| Hearts ... Ace, 4, 2. | Hearts ... Ace, King, 4. |
| Diamonds... King, 9, 6, 4. | Diamonds... King, 10, 9, 8. |
| Clubs ... King, 8, 6. | Clubs ... King, 8, 6, 3. |
| Spades ... King, 9, 5. | Spades ... 7, 5. |
| **V.** | **VI.** |
| Hearts ... 7, 6, 2. | Hearts ... 6, 5. |
| Diamonds... Ace, 10, 9, 4. | Diamonds, Ace, 10, 9, 4. |
| Clubs ... King, Knave, 4. | Clubs ... King, Queen, 4. |
| Spades ... King, Knave, 8. | Spades ... Queen, Knave, 8, 7. |

These are all apparently very weak No Trump Hands. Not one of them has more than two certain tricks! True, but strange as it may appear, you expect your partner to make all the tricks. If he has not a five suit he will declare Spades, if you leave the declaration to him. If he has a five suit it will be very hard luck if you cannot establish it for him and put him in. If he has a Yarborough, you will lose the game. *Soit.*—If he has an average hand you will probably win it.

## SOME UNDEBATEABLE NO TRUMPERS.

| VII. | VIII. |
|---|---|
| Hearts ... Ace, Knave, 8. | Hearts ... King, 4. |
| Diamonds... King, Queen, 9. | Diamonds, King, Knave, 9, 8. |
| Clubs ... King, Queen, 10, 7. | Clubs ... Queen, 6, 5, 2. |
| Spades ... 6, 5, 3. | Spades ... Ace, King, 10. |
| **IX.** | **X.** |
| Hearts ... Ace, King, 10, 9. | Hearts ... King, 10, 9, 8. |
| Diamonds... King, Queen, 10, 8. | Diamonds, Ace, Queen, 9. |
| Clubs ... Queen, Knave, 4. | Clubs ... King, 7. |
| Spades ... 7, 6. | Spades, Queen, Knave, 6, 4. |

| XI. | XII. |
|---|---|
| Hearts ... Ace, 10, 9. | Hearts ... King, Knave, 6, 3. |
| Diamonds, Ace, Queen, Knave, 8. | Diamonds, King, Queen, 4. |
| Clubs ... King, 7. | Clubs ... Ace, Knave, 10, 7. |
| Spades ... King, 9, 6, 4. | Spades ... 9, 8. |

Even the most timid player would, I think, go No Trumps on these hands. Yet not one of them holds more than three certain tricks. In No Trumps your chief prayer is that your partner's hand should fit into yours, more than that it should be a particularly strong one.

## SOME VERY SHADY NO TRUMPERS.

| XIII. | XIV. |
|---|---|
| Hearts ... Queen, 4. | Hearts ... Ace. |
| Diamonds, Ace, 9, 3. | Diamonds, Queen, 9, 4, 3. |
| Clubs ... Queen, Knave, 10, 7. | Clubs ... Queen, Knave, 10, 7. |
| Spades ... King, 8, 6, 5. | Spades ... King, 8, 6, 5. |

| XV. | XVI. |
|---|---|
| Hearts ... Ace, 3, 2. | Hearts ... Ace, 4, 3. |
| Diamonds, Queen, Knave, 10, 7. | Diamonds, King, Queen, 8. |
| Clubs ... King. | Clubs ... Queen, 8, 6, 7. |
| Spades ... Queen, 9, 8, 6, 5. | Spades ... Knave, 9, 5. |
| **XVII.** | **XVIII.** |
| Hearts ... King, Queen. | Hearts ... Ace, Queen, 4, 3. |
| Diamonds, Ace, 7, 4. | Diamonds, King, Queen, 8, 7. |
| Clubs ... Queen, 10, 9, 8. | Spades ... Knave, 8, 6. |
| Spades ... Knave, 6, 5, 3. | Clubs ... 10, 9. |

The flaws that I find in these hands are :—

XIII.—The Queen of Hearts being unguarded is of very little value.

XIV.—The Ace of Hearts being single loses virtue.

XV.—The King of Spades being unguarded is almost useless.

XVI.—The Knave, 9 of Spades being unguarded are not of much use.

XVII.—The King, Queen of Hearts lose virtue enormously by not having a small card behind them.

XVIII.—The 10, 9 of Spades being out of the guarded suits lose virtue, only two suits are guarded, and the hand is very little above an average hand.

On all these hands Spades should be declared by the dealer's partner, unless the game is desperate.

HAND No. XIX.

| | | | |
|---|---|---|---|
| Hearts | ... | ... | Queen, 10, 8, 6, 4. |
| Diamonds | ... | ... | King, Knave, 7, 6, 3. |
| Clubs | ... | ... | 10, 9. |
| Spades | ... | ... | 5. |

The declaration on this hand with the score at love you will, as dealer, leave to your partner. If however your score is 22 or 14 you will go Hearts. If 18 or 24 you will go Diamonds.

If left to you, you will with the score at love or 14 or 22 declare Hearts, at 12, 18, 24 Diamonds.

This may seem to be going against principles. But you will find that there are three very probable tricks in Trumps, and at least one trick and perhaps three in the other red suit.

The secret of the declaration is the weakness of the Spades ; unless your partner has three possible tricks in his hand, you must lose three by cards in Spades doubled.

It is about even betting that your partner will be able to declare No Trumps.

HAND No. XX.

| | | |
|---|---|---|
| Hearts | ... | ... Queen, 10, 8, 6, 4. |
| Diamonds | ... | ... Knave, 5. |
| Clubs | ... | ... Knave, 5. |
| Spades | ... | ... King, Knave, 8, 6. |

With the score at love all, this is undoubtedly a Spade hand when the declaration is left to you. With your score at 16 you may (if you feel in a jovial mood) risk Hearts, but you must be prepared to lose the odd trick, and likewise for much grumbling on your partner's part. The test of this hand is the strength of the Spades. Your best chance of saving 6 is to go Spades.

With Queen, 10, 9, 8, 7 of Hearts you would have two certain tricks in Trumps and that makes a lot of difference to the strength of your hand. It is improbable (but not absolutely impossible) that you be doubled and lose five by cards in Hearts on the hand at the head of the page.

## HAND No. XXI.

| | | |
|---|---|---|
| Hearts | ... | ... Ace, King, 6, 5, 4. |
| Diamonds | ... | ... 5, 3. |
| Clubs | ... | ... 6, 4. |
| Spades | ... | ... Queen, 10, 8, 6. |

The question here is, should you leave the declaration to your partner on this hand or not? Of course if it is left to you, you will declare Hearts confidently.

You will find that in nine hands out of ten you will get the odd trick on this hand.

In three hands out of ten you will get three by tricks or more, and if your partner has a strong No Trump hand you are nearly sure to make four by tricks in Hearts.

Moreover you will find that only in three hands out of ten will your partner be able to go No Trumps. You should only leave it, if the game is so much against you that nothing but No Trumps will put you straight.

## HAND No. XXII.

| | | |
|---|---|---|
| Hearts | ... | ... King, Queen, Jack, 8. |
| Diamonds | ... | ... Queen, 9, 7. |
| Clubs | ... | ... 7, 3, 2. |
| Spades | ... | ... Ace, 7, 3. |

This is a hand which was once a subject of some discussion in a local Club. The dealer declared Hearts on it, and made three by cards. I asserted that it was a very bad declaration, and we all argued a good deal. Later I dealt out the cards ten times reserving the above hand for the dealer, the result was—the dealer won four by tricks once, and on that occasion his partner would have declared No Trumps and made five by tricks. Three by tricks once, on which occasion he would have equally made three by tricks in No Trumps; on the other hand the dealer would have lost the odd trick three times, two by tricks once, and three by tricks once. He would have won two by tricks once, and the odd trick exactly, twice.

If you want to gamble go No Trumps, but it is not a No Trump hand. A Queen, and a seven, and a three do not make together a trick-making card in excess of a ten, and a five and a four. This hand is only a shade better than an average hand.

Stick to the rule, and if you want to gamble, go No Trumps with only four Hearts unless they are four Honours. On the above hand, if the declaration is left to you, go Spades unless the adversaries are 24 up. No Trumps should then be risked.

## HAND No. XXIII.

| | | |
|---|---|---|
| Hearts | ... | ... Ace, King, Queen, 4. |
| Diamonds | ... | ... Ace, King, 3. |
| Clubs | ... | ... 9, 8, 7. |
| Spades | ... | ... 9, 8, 7. |

This, I think, is a hand worthy of discussion. It is almost a religion with most Bridge players not to go Hearts on four unless they are the four Honours. The above hand is submitted only. I consider that it is very large odds indeed (nearly twelve to one) against your partner being able to go No Trumps, and it is about five to one on your getting the odd trick in Hearts. I prefer not to advise on the above hand; to say Hearts is the correct declaration would be contrary to our faith. But I am not at all sure that Hearts is not the correct make. With Ace, King, Queen and a little Diamond and the Ace, King of Clubs I certainly would leave it. But with above hand? It is five to four on your scoring 32 for Honours. I think I should be tempted but, never

yet having been dealt this particular hand, I cannot say what I should do.

## HAND No. XXIV.

| | | | |
|---|---|---|---|
| Hearts | ... | ... | Queen, 6, 4, 3, 2. |
| Diamonds | ... | ... | King. |
| Clubs | ... | ... | Knave, 8, 5, 2. |
| Spades | ... | ... | Queen, 9, 2. |

I can imagine no circumstances under which Clubs could be the correct make. The hand may perhaps be recognized by Bridge Literature enthusiasts. Unless the adversaries are 28 up Spades is undoubtedly the correct make. If the adversaries are 28 up Hearts would of course be correct. But the Spades are not sufficiently weak to make it more probable that you will lose two tricks in Spades than the odd trick in Hearts, or four tricks in Spades doubled than two tricks in Hearts. You are very likely to lose the odd trick in Hearts, and not at all unlikely to lose two by tricks. If you go Hearts with your score at 22 up you will in all probability lose two by tricks in Hearts Doubled! Moreover you are almost sure to lose two by Honours in Hearts.

This hand is a Spade hand unless the adversaries are at least 26 up. Then, and then only, Hearts may be risked.

## SOME SPADE HANDS.

When the declaration is left to you, declare Spades on the following hands, unless the game is desperate. If the game is desperate (*i.e.*, if the adversaries are 24 up, and a game to the good), No Trumps may be risked on any of these hands :—

| XXV. | XXVI. |
|---|---|
| Hearts ... Knave, 9, 7, 6, 4. | Hearts ... Queen, 9, 7, 6. |
| Diamonds, King, 6, 3. | Diamonds, Knave, 8, 6, 4. |
| Clubs ... Queen, 5, 4, 2. | Clubs ... Ace, King. |
| Spades ... Ace. | Spades ... 4, 3, 2. |
| **XXVII.** | **XXVIII.** |
| Hearts ... 10, 3. | Hearts ... 9, 2. |
| Diamonds, Ace, Knave, 8, 5. | Diamonds, 10, 4. |
| Clubs ... 8, 5, 3. | Clubs ... King, Queen, 9, 6. |
| Spades ... Ace, 8, 7, 2. | Spades ... Ace, Knave, 8, 5. |
| **XXIX.** | **XXX.** |
| Hearts ... Ace, Knave, 2. | Hearts ... Ace, King, Queen. |
| Diamonds, King, Queen, 6, 4. | Diamonds, Knave, 10, 9. |
| Clubs ... Knave, 8. | Clubs ... 8, 7, 6, 5. |
| Spades ... 10, 9, 8, 7. | Spades ... 4, 3, 2. |

In conclusion, play to the score, and do not be flustered by what you think your partner is likely to say when you expose your hand. Go Spades unless you have four probable tricks in your hand in No Trumps or a red suit, or three probable tricks in Clubs. If your partner curses, point out to him gently that not knowing his code of signals, you were unable to guess what declaration would suit him best. He may not see the point of the remark, but he probably will not curse again.

*P.S.*—You may vary your declaration according to the ability of the man who is going to play the hand. If he is likely to play it very well, you may make an expensive and somewhat risky declaration. If he is likely to play it badly, make a fairly safe declaration.

# APPENDIX C.

## THE CALL.

# THE CALL.

THERE must be a place for the Call in Bridge. Cavendish used to say that the Call robbed him of a great part of his advantage in the game, by showing others when it would be sound to lead Trumps—a thing which he could generally guess for himself. This is fair testimony to its value. In Bridge a Call for Trumps would be ridiculous. If you are not strong enough to double, you are not strong enough to Call. A Call for Trumps, moreover, would entirely betray your strength, which it should be your one object to conceal. Therefore the play of the high card followed by the low card should be utilized for some other purpose. I have indicated the manner in which the Call may be utilized in No Trumps, with the King, Queen, Knave lead. I have played about twenty thousand hands and I think I am right in saying that that particular Call has come off twice. It would therefore appear to be necessary to utilize the Call for other purposes also. Mr. Badsworth, in his excellent treatise on the game (which, if I may be allowed to say so, would be perfect but for its brevity) has indicated how the Call may be utilized in indicating in No Trumps tremendous power in a suit. This suggestion, in India, at any rate, has not been acted upon. I protest that it

should be adopted as a Convention. When your adversaries are leading winning cards, it is already a Convention that your partner should attach no great importance to your discards. You have to keep your weak suits guarded, and it not infrequently happens that two discards are necessary from a darling suit. What possible objection can there be to your so arranging that discard that your partner may know that you have great strength in the suit from which you are forced to discard twice? Perchance the adversary may take advantage of the information thus gratuitously supplied. I take it that an adversary would be unworthy of a broken lance if he was in the habit of leading suits in which there was only one Honour between his own two hands. Again, it is often of vital importance that your discard should not betray a possible finesse. Though unguarded in a given suit a discard from that suit may betray the weakness of a partner's guard. Two discards from your strong suit would probably be of greater value to you, and there would, if the Call were a Convention, be a certain temptation to discard twice from your strong suit in order to bring it to your partner's attention, instead of a temptation to discard from other suits and either betray your partner or unguard yourself. Lastly, you can have no great predilection for a suit of less than four cards; ordinarily your pet suit will have five or six. With the game going all against you, you cannot hope to bring in all the pet

suit. With the game going your own way, if you have room for a Call you have room to direct your partner accurately to your suit by discards from the two other suits. The Call need only be utilized when the lead is with your adversaries. But let it be always utilized when possible when the adversaries are playing winning cards.

*In No Trumps a Call is a command to lead the suit in which the Call is made.*

When there are Trumps let there be also a similar Convention. It happens with great frequency that after the second round of a suit it is seen that someone must fail if a third round be attempted. If there be a *Call* conventional for this purpose, it will obviate all leading on the off-chance of a rough (with the result perhaps that the weak Trump hand makes the rough and makes the game thereby), and make a certainty of a lead for a rough which might otherwise have been lost through fear of an adverse rough. If you have only two cards of a suit, of which your partner starts off with King, Ace, it must be exceedingly useful to be able to give him the absolute knowledge that a third round will make a third trick if you Call, and perhaps the absolute knowledge that the adversary will rough if you do not Call.

*Therefore, when there are Trumps, a Call indicates a certain rough in the suit in which the Call was made.*

I have submitted among the hands played three instances of a most valuable Call.

If the suit in which the Call was made has never been led, and Trumps are being rapidly eliminated, a Call will naturally mean a demand for that suit. Both in No Trumps, and when there are Trumps, a Call means a demand for a lead of the suit in which the Call was made.

The only possible objection to this Convention is that at present very few people are aware of it. I once called in this manner and my partner promptly led Trumps. Let us trust that the Call will rapidly take in Bridge the place to which it is undoubtedly entitled.

*P.S.*—Since writing the above our local Club has adopted the Call for a rough as a Convention, and the results have been exceedingly satisfactory.

# APPENDIX D.

# THE HANDS PLAYED OUT.

# THE HANDS PLAYED OUT.

SOME typical hands played out, with various principles of play illustrated.

*A* will always be the dealer. *B* his partner.

*Y* always has the first lead, and *Z* is his partner.

The winning card in each trick is indicated by underlineation. The card led is indicated by an arrow.

It may be noted that finesses when made very rarely come off. This I have thought advisable, inasmuch as a successful finesse *proves* nothing.

In case it may be alleged that in many cases the standard No Trump hand barely gets the odd trick I have to point out that the adversaries in general play their hands better than they probably would in real life.

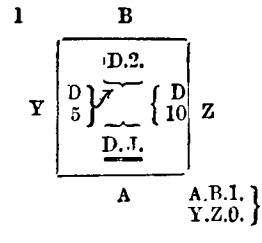
## GAME No. I.

## ESTABLISHING A LONG SUIT.

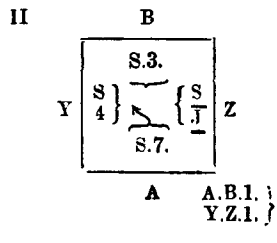
SCORE.—18 ALL.

**A declares No Trumps.**

I

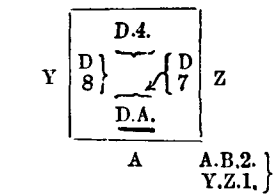



II

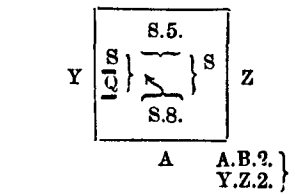



| | *A.'s Hand.* (*Hand No. I.*) | *B.'s Hand.* |
|---|---|---|
| Hearts ... | King, Queen, 4. | 7, 3. |
| Diamonds ... | Ace, Jack, 3. | 9, 4, 2. |
| Clubs ... | Queen, Jack, 10, 6. | 7, 5, 3. |
| Spades ... | 9, 8, 7. | Ace, 10, 6, 5, 3. |

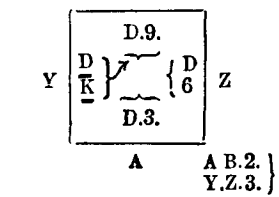
III


B
D.4.
Y
D 8
D 7
Z
D.A.
A
A.B.2.
Y.Z.1.

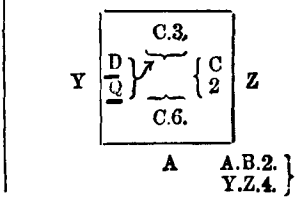
IV


B
S.5.
Y
S
S
Z
S.8.
A
A.B.?.
Y.Z.2.

V

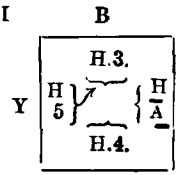

B
D.9.
Y
D
K
D 6
Z
D.3.
A
A B.2.
Y.Z.3.

VI

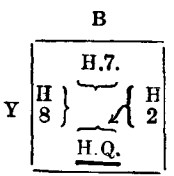

B
C.3.
Y
D
C 2
Z
C.6.
A
A.B.2.
Y.Z.4.

## GAME No. I—(*continued*).

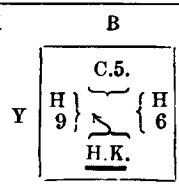
VII



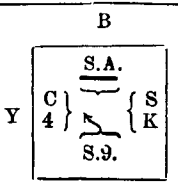

VIII



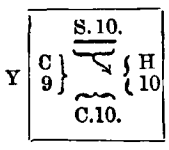

IX



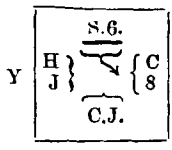

X



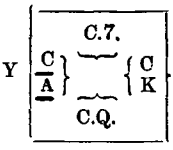
XI




XII




XIII




*Remarks.*—If *B* puts on Ace of Spades before the third round of Spades, *AB* must lose two by cards.

*AB* win the odd trick.

At trick VI *Z* should have discarded his King of Spades, instead of trying to indicate his suit, in order that *Y* might then lead the suit of which he had the greatest strength.

| | *Y.'s Hand.* | *Z.'s Hand.* |
|---|---|---|
| Hearts ... | Jack, 9, 8, 5. | Ace, 10, 6, 2. |
| Diamonds ... | King, Queen, 8, 5. | 10, 7, 6. |
| Clubs ... | Ace, 9, 4. | King, 8, 2. |
| Spades ... | Queen, 4. | King, Jack, 2. |

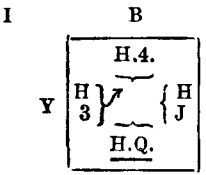
## GAME No. II.

## ESTABLISHING A LONG SUIT.

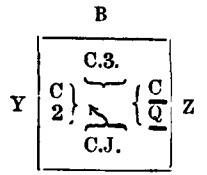
SCORE.—LOVE ALL.

*A* **declares No Trumps.**

I

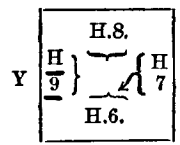



II

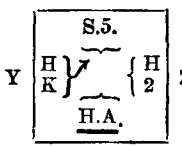



| | *A.'s Hand.* | *B.'s Hand.* |
|---|---|---|
| Hearts ... | Ace, Queen, 6. | 8, 4. |
| Diamonds ... | Ace, Queen, 6. | Knave, 7, 3. |
| Clubs ... | Jack, 10, 9, 8, 7. | King, 6, 4. |
| Spades ... | 4, 3. | King, Jack, 7, 6, 5. |

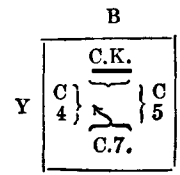
III


B
H.8.
H
9
H
7
Y
Z
H.6.
A
A.B.1.
Y.Z.2.

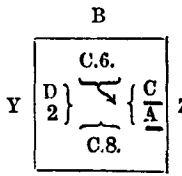
IV


B
S.5.
H
K
H
2
Y
Z
H.A.
A
A.B.2.
Y.Z.2.

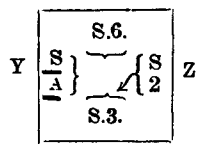
V


B
C.K.
C
4
C
5
Y
Z
C.7.
A
A.B.3.
Y.Z.2.

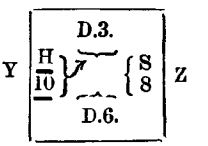
VI


B
C.6.
D
2
C
A
Y
Z
C.8.
A
A.B.3.
Y.Z.3.

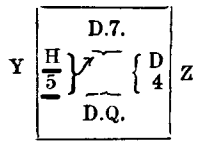
VII


B
S.6.
Y
S
A
S
2
Z
S.3.
A
A.B.3.
Y.Z.4.

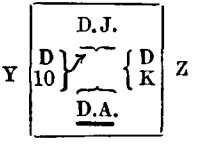
VIII


B
D.3.
Y
H
10
S
8
Z
D.6.
A
A.B.3.
Y.Z.5.

IX


B
D.7.
Y
H
5
D
4
Z
D.Q.
A
A.B.3.
Y.Z.6.

X


B
D.J.
Y
D
10
D
K
Z
D.A.
A
A.B.4.
Y.Z.6.

## TRICKS XI TO XIII.

*A* makes the two Clubs and *B* makes the King of Spades and *AB* make the odd trick.

*Remarks.*—If the finesse at trick II had come off, *AB* must have won the game.

At trick VII, *Z* rightly judges that *A* would not have gone for the Clubs if he had held the Ace of Spades himself.

| | *Y.'s Hand.* | *Z.'s Hand.* |
|---|---|---|
| Hearts ... | King, 10, 9, 5, 3. | Jack, 7, 2. |
| Diamonds ... | 10, 9, 2. | King, 8, 5, 4. |
| Clubs ... | 4, 2. | Ace, Queen, 5. |
| Spades ... | Ace, Queen, 9. | 10, 8, 2. |

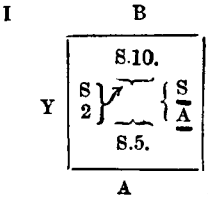
## GAME No. III.

### HOLDING UP COMMAND.

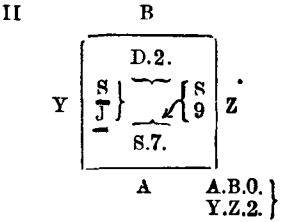
SCORE.—*AB* 6; *YZ* 6.

**A declares No Trumps.**

I

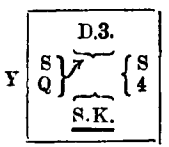



II

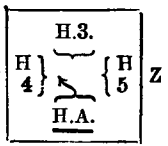



| | *A.'s Hand.* (*Hand No. III.*) | *B.'s Hand.* |
|---|---|---|
| Hearts ... | Ace, 2. | King, Jack, 9, 7, 3. |
| Diamonds ... | King, 10, 9, 4. | Queen, 8, 3, 2. |
| Clubs ... | King, 8 6, 3. | Queen, 10, 4. |
| Spades ... | King, 7, 5. | 10. |

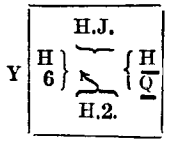
III



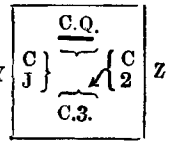

IV




V



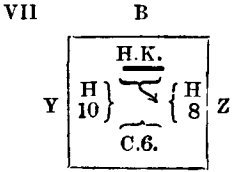

VI



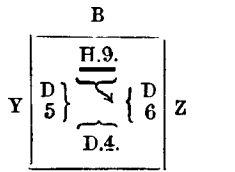

*Remarks.*—*A* must hold King of Diamonds. *Z* therefore tries a Club.

## GAME No. III—(*continued*).

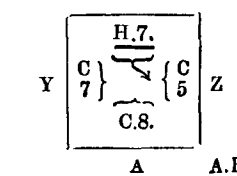
VII



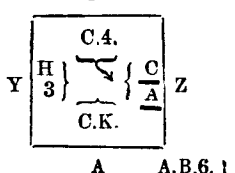

VIII



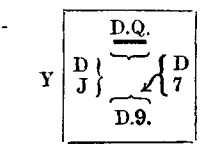

IX



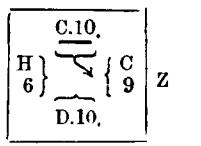

X



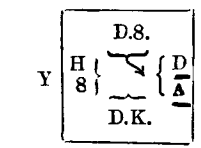
XI




XII




XIII




*Remarks.*—*AB* win two by cards.

If at trick II *A* had parted with the command of Spades before *Z* was exhausted, *AB* must have lost the odd trick and perhaps two by cards. It was of course lucky for *A* that *Y* had neither Ace, but he clearly lost nothing by holding up the King for one trick; if *Y* had had an Ace the game was gone in any case.

| | *Y.'s Hand.* | *Z.'s Hand.* |
|---|---|---|
| Hearts ... | 10, 6, 4. | Queen, 8, 5. |
| Diamonds ... | Jack, 5. | Ace, 7, 6. |
| Clubs ... | Jack, 7. | Ace, 9, 5, 2. |
| Spades ... | Queen, Jack, 8, 6, 3, 2. | Ace, 9, 4. |

## GAME No. IV.

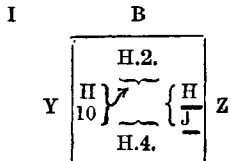
## HOLDING UP THE SECOND BEST.

SCORE—LOVE ALL.

***A* leaves it. *B* declares *No Trumps*.**

THE PLAY.

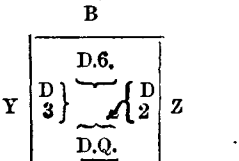
I




A.B.0.
Y.Z.1.

*Remarks.*—*Z* can only hold six of Hearts, and probably has no more.

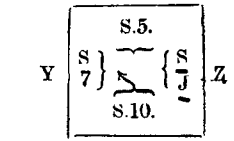
II



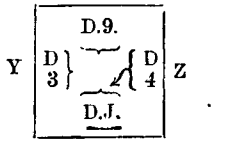

A.B.1.
Y.Z.1.

| | *A.'s Hand.* | *B.'s Hand.* |
|---|---|---|
| Hearts- ... | King, 7, 5, 4. | 8, 3, 2. |
| Diamonds ... | Queen, Jack. | Ace, 9, 6. |
| Clubs ... | Ace, 10, 4, 2. | Queen, Jack, 5. |
| Spades ... | 10, 9, 3. | Ace, Queen, 8, 5. |

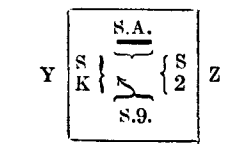
III


B
S.5.
Y
S 7
S J
Z
S.10.
A
A.B.1.
Y.Z.2.

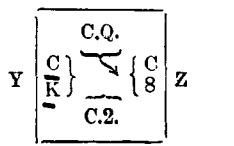
IV


B
D.9.
Y
D 3
D 4
Z
D.J.
A
A.B.2.
Y.Z.2.

V


B
S.A.
Y
S K
S 2
Z
S.9.
A
A.B.3.
Y.Z.2.

VI


B
C.Q.
Y
C K
C 8
Z
C.2.
A
A.B.3.
Y.Z.3.

*Remarks.*—If *A* puts on the King of Hearts at the first trick, *A B* cannot possibly make more than the odd trick. If *Z* had had another Heart, *A B* would still have made the odd trick and probably two by cards.

*N.B.*—This coup can only be played when the fourth hand has four to the King, and the exposed hand holds three

| | *Y.'s Hand.* | *Z.'s Hand.* |
|---|---|---|
| Hearts ... | Ace, Queen, 10, 9, 6. | Jack. |
| Diamonds ... | 8, 3. | King, 10, 7, 5, 4, 2. |
| Clubs ... | King, 7, 6, 3. | 9, 8. |
| Spades ... | King, 7. | Jack, 6, 4, 2. |

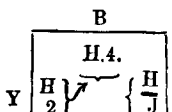
## GAME No. V.

### TELL YOUR PARTNER EXACTLY WHAT YOU WANT HIM TO DO.

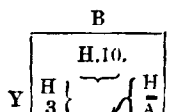
SCORE.—*AB* 18; *YZ* 28.

*A* leaves it to his partner, who declares No Trumps as his best chance of getting the odd trick. (The Queen of Hearts not being guarded, he has not a real No Trump hand

I

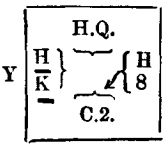



II



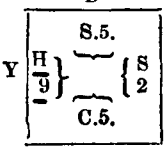

| | *A.'s Hand.* | *B.'s Hand.* |
|---|---|---|
| Hearts ... | 6. | Queen, 10, 4. |
| Diamonds ... | 7, 6, 3. | Ace, Queen, 9, 2. |
| Clubs ... | Queen, 9, 7, 5, 2. | Ace, 8, 4. |
| Spades ... | Ace, King, Queen, 4. | 10, 6, 5. |

III



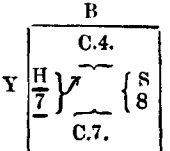

A A.B.0. Y.Z.3.

IV




A A.B.0. Y.Z.4.

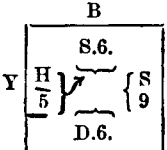
V




A A.B.0. Y.Z.5.

*Remarks.*—*Z* should have discarded a Club.

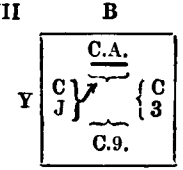
VI




A A.B.0. Y.Z.6.

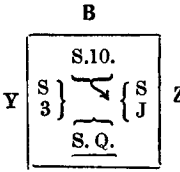
## GAME No. V—(*continued*).

VII



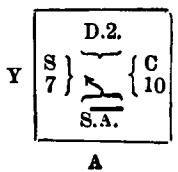

A.B.1.
Y.Z.6.

VIII



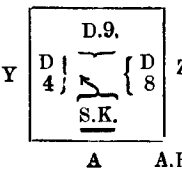

A.B.2.
Y.Z.6.

IX



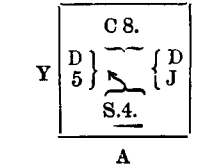

A B.3.
Y.Z.6.

X

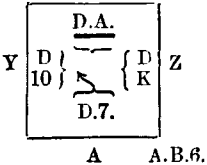



A.B.4.
Y.Z.6.

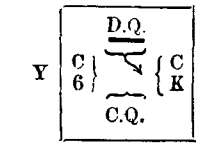
XI




XII




XIII




And *AB* win the odd trick.

*Remarks.*—If *Z* had directed his partner accurately to the Diamonds by discarding a Club to trick V, *YZ* must have won the odd trick.

At trick VII, *A* judges by the discard of three Spades that *Z* has both King of Clubs and King of Diamonds, and plays the Ace on that supposition, knowing that he can force a discard with the thirteenth Spade.

| | *Y.'s Hand.* | *Z.'s Hand.* |
|---|---|---|
| Hearts ... | King, 9, 7, 5, 3, 2. | Ace, Jack, 8. |
| Diamonds ... | 10, 5, 4. | King, Jack, 8. |
| Clubs ... | Jack 6. | King, 10, 3. |
| Spades ... | 7, 3. | Jack, 9, 8, 2. |

## GAME No. VI.

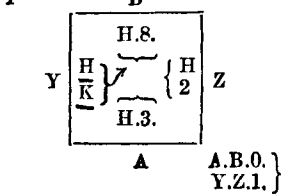
### SAVE THE GAME BEFORE TRYING TO WIN IT.

SCORE.—*AB* 0 ; *YZ* 6.

***A* leaves it. *B* declares No Trumps.**

THE PLAY.

I

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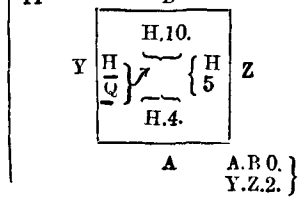
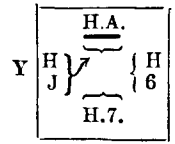



| | *Z.'s Hand.* | *Y.'s Hand.* |
|---|---|---|
| Hearts ... | 6, 5, 2. | King, Queen, Jack, 9. |
| Diamonds ... | 6, 5, 4. | Queen, 9, 7. |
| Clubs ... | Ace, Jack, 9, 8, 6. | 7, 3, 2. |
| Spades ... | 9, 2. | Ace, 7, 3. |

III

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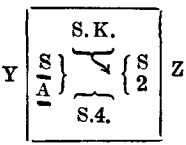
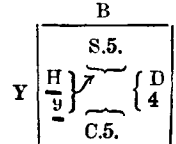
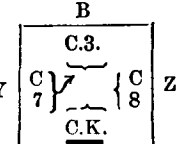



V



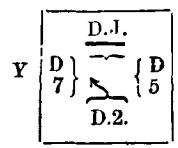

VI



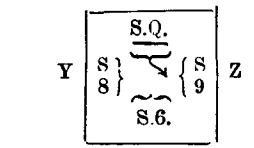

Whereby *Z* loses his only chance of making the Ace of Clubs. *Z's* reasoning was that if *Y* held the King *YZ* would make the game. If *A* holds the King, the Queen apparently must make. *Z* should have noticed that unless both *A* and *Y* are playing pointless false cards, the King of Clubs is single in *A's* hand. In trying to make the game he loses it.

GAME No. VI—(*continued*).

VII

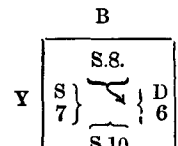



VIII

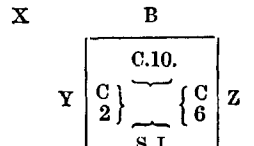



*Remarks.*—*A* finesses the Diamond before leading out his winning Spades, because he intends to discard a small Club to the 13th Spade which will be led by himself. He dare not finesse the Diamond after discarding the guard to the Queen of Clubs. He then leads out his Spades in order to induce a discard of a Diamond.

IX




X



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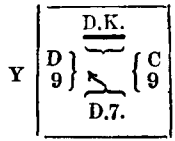
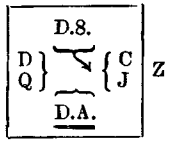
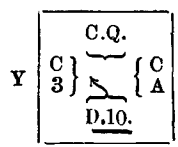



XII




XIII




And *AB* make three by cards in No Trumps.

*Moral.*—Save the game before trying to win it.

| | *B.'s Hand (exposed).* | *A.'s Hand.* |
|---|---|---|
| Hearts ... | Ace, 10, 8. | 7, 4, 3. |
| Diamonds ... | King, Jack, 8. | Ace, 10, 7, 2. |
| Clubs ... | Queen, 10, 4. | King, 5. |
| Spades ... | King, Queen, 8, 5. | Jack, 10, 6, 4. |

## GAME No. VII.

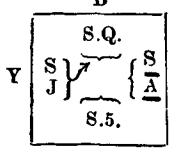
### GAME LOST THROUGH CARELESSLY OMITTING TO TAKE A PARTNER'S TRICK.

SCORE.—*AB* 20 ; *YZ* 0.

***A* has declared No Trumps.**

THE PLAY.

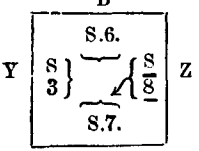
I




A A.B.0. Y.Z.1.

*Remarks.—B* can hardly hold up. The lead (as far as he can see) may be from Ace, Knave, 10.

II

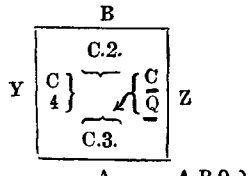



A A.B.0. Y Z.2

*Remarks.—A* very properly holds up, but *Y* should, of course, have taken the eight and continued the suit.

| | *Y.'s Hand.* | *B.'s Hand (exposed).* |
|---|---|---|
| Hearts ... | Jack, 10. | 9, 7, 6, 5, 2. |
| Diamonds ... | Jack, 5. | Queen, 7, 2. |
| Clubs ... | Ace, 9, 4. | 7, 2. |
| Spades ... | Jack, 10, 9, 4, 3, 2. | King, Queen, 6. |

III

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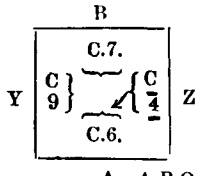
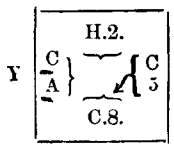


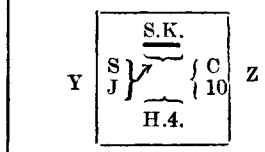

*Remarks.*—*Z* is now in a dilemma. If *A* has the remaining Clubs, another round will be fatal. He however elects to risk this. *Y* holds up to make certain of the fifth trick.

## GAME No. VII—(*continued*).

V

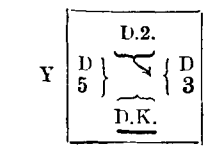



VI



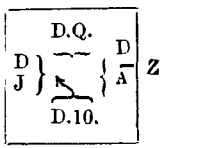

*Remarks.*—The Spades are now useless, but the Spades lead is probably better than a a lead of one of the weak suits at random.

VII




*Remarks.*—*A* only plays now to prevent *Y's* getting the lead.

VIII




TRICKS IX TO XIII.—*A* has five winning cards in his hand, Ace, King of Hearts, King of Clubs, and nine and eight of Diamonds, and *AB* win the odd trick and the game and the rubber.

*Y's* carelessness in passing the eight of Spades, made a difference to him of 248 points. This hand occurred as it is given in actual play. If *Y* had taken the eight with his nine, nothing that *A* could do could have prevented *YZ* from making three by cards.

| | *A.'s Hand.* | *Z.'s Hand.* |
|---|---|---|
| Hearts ... | Ace, King, 4. | Queen, 8, 3. |
| Diamonds ... | King, 10, 9, 8. | Ace 6, 4, 3. |
| Clubs ... | King, 8, 6, 3. | Queen, Jack, 10, 5. |
| Spades ... | 7, 5. | Ace, 8. |

## GAME No. VIII.

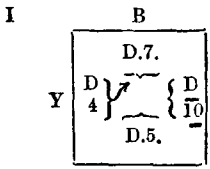
### DOUBLING.

***A* leaves it. *B* declares No Trumps.**

If *Y* has a trick in his hand, *YZ* can make the odd easily if Diamonds are led. If *Y* has not a trick in has hand, *YZ* must lose the game unless Diamonds are established before *Z* has to part with his Ace of Hearts. Reasoning thus *Z* doubles No Trumps.

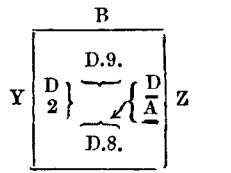
THE PLAY.

I



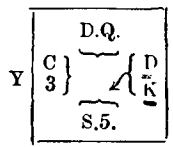

*Y* leads his shortest suit.

II

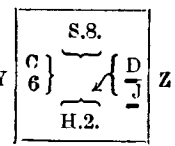



| | *Z.'s Hand.* | *Y.'s Hand.* |
|---|---|---|
| Hearts ... | Ace, 9. | Queen, 8, 7, 4. |
| Diamonds ... | Ace, King, Jack, 10, 6, 3. | 4, 2. |
| Clubs ... | Queen, 2. | 7, 6, 3. |
| Spades ... | 10, 9, 7. | Queen, 4, 3, 2. |

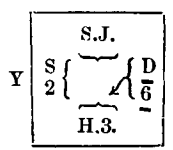
III




IV

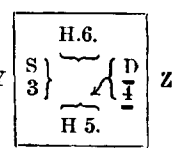



V



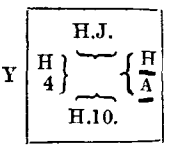

*Remarks.*—*A B's* Clubs are practically established.

VI



## GAME No. VIII—(*continued*).

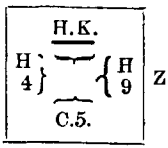
VII




A.P.0.
Y.Z.7.

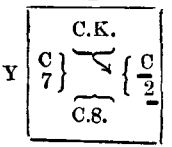
*Z* makes certain of the odd trick.

VIII




A.B.1.
Y.Z.7.

X




A.B.2.
Y.Z.7.

TRICKS X TO XIII.

*AB* make the remaining tricks.

A.B 6
Y.Z.7

*Remarks.*—If *Z* had not doubled *Y* would have led a Heart. *AB* must have made five Clubs, two Hearts and two Spades, and *AB* would have won the game. By doubling *YZ* win the odd trick and the game.

| | *B.'s Hand (exposed).* | *A.'s Hand.* |
|---|---|---|
| Hearts ... | King, Jack, 6. | 10, 5, 3, 2. |
| Diamonds ... | Queen, 9, 7. | 8, 5. |
| Clubs ... | King, Jack, 4. | Ace, 10, 9, 8, 5. |
| Spades ... | Ace, King, Jack, 8. | 6, 5. |

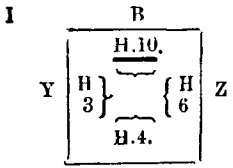
## GAME No. IX.

## SECOND IN HAND PLAY AND PLACING THE LEAD.

SCORE.—LOVE ALL.

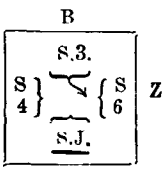
***A* declares No Trumps.**

I




*Remarks.*—The only possible chance of making the ten, is to put it on second in hand.

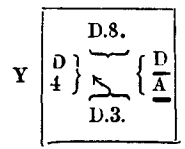
II



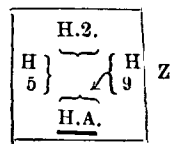

*Remarks.*—The finesse is quite safe, as *Y* is not likely to dare a Club lead.

| | *A.'s Hand.* | *B.'s Hand.* |
|---|---|---|
| Hearts ... | Ace, King, 4. | 10, 2. |
| Diamonds ... | Queen, Jack, 5, 3. | 10, 9, 8, 6. |
| Clubs ... | 8, 3. | Jack, 10, 7, 5. |
| Spades ... | Ace, Queen, Knave, 2. | 9, 7, 3. |

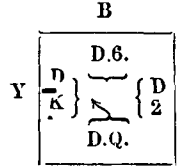
III




IV

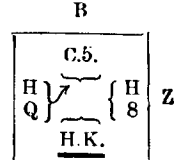



V




*Remarks.*—*A* leads his Queen in order to ultimately place the lead with *B*, for a finesse in Spades.

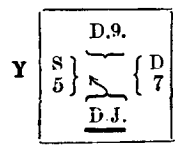
VI



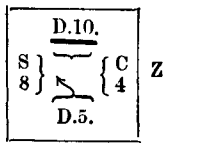

*Remarks.*—*Y* should have abandoned Hearts. With all the Spades and Diamonds declared against him, a Club lead was the only possible chance of saving the game.

## GAME No. IX—(*continued*).

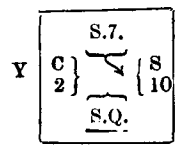
VII



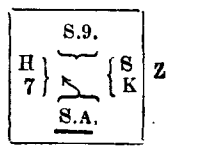

VIII



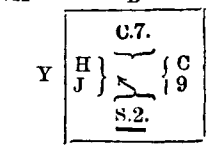

IX




X



X1




TRICKS XII AND XIII.

*Z* makes Queen and Ace of Clubs.

And *AB* make three by cards in No Trumps.

This game occurred in actual play. I am doubtful about submitting it lest it should tempt players to leave the declaration on such a vile hand as *B's* is. It is given however as illustrating the necessity of (1) putting on a big card second in hand if there is no other possible chance of making it, (2) placing the lead in order to finesse, (3) (from *Y's* point of view) of taking the only possible chance of saving the game, which in this case is that *B* has Ace, Queen of Clubs. It is certain that *A* has not Ace and Queen. If he had held Ace and Queen of Clubs he would not have opened Diamonds.

The hand also illustrates (*a*) the value of 10's, and (*b*) the immense advantage which the dealer holds in the play of the hand when there are No Trumps.

I may add that, in spite of the tremendous strength of *A's* hand, the mathematical odds are seven to one against his getting the odd trick.

| | *Y.'s Hand.* | *Z.'s Hand.* |
|---|---|---|
| Hearts ... | Queen, Jack, 7, 5, 3. | 9, 8, 6. |
| Diamonds ... | King, 4. | Ace, 7, 2. |
| Clubs ... | King, 6, 2. | Ace, Queen, 9, 4. |
| Spades ... | 8, 5, 4. | King, 10, 6. |

## GAME No. X.

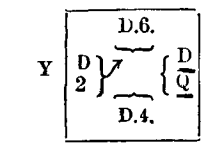
## BETRAYING A PARTNER'S HAND.

SCORE.—LOVE ALL.

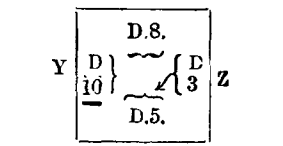
***A* leaves it. *B* declares No Trumps.**

THE PLAY.

I

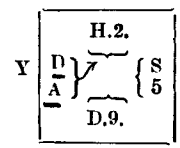



II

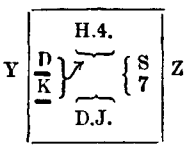



| | *A.'s Hand.* | *B.'s Hand.* |
|---|---|---|
| Hearts ... | Queen, Jack, 7. | King, 4, 2. |
| Diamonds ... | Jack, 9, 5, 4. | 8, 6. |
| Clubs ... | Queen, 6, 2. | Ace, 4. |
| Spades ... | 10, 4, 3. | Ace, Queen, Jack, 8, 6, 2. |

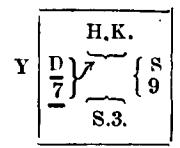
III



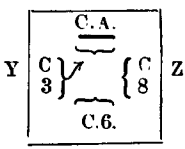

IV




V




VI




*Z* has betrayed *Y*'s King.

## GAME No. X—(*continued.*)

TRICKS VII TO XII.—*B* leads six Spades catching the King with the Ace at the first trick. It is immaterial what *Y* leads to the sixth trick inasmuch as *Z* having let *A* know that the King of Hearts is unguarded, *A* is bound to make the odd trick whatever is led. If *Z* had discarded three Hearts to the winning Diamonds, *A* would have been obliged to let the Club come up to him in order to save the game. For (there being but little chance of the King of Spades being single) he stands to lose the Ace of Hearts, the King of Spades, and King and perhaps two more Clubs if he puts on the Ace of Clubs second in hand. *A's* discard of the three Hearts from *B's* hand is very good. Having three Spades himself, he does not require a card of re-entry in *B's* hand, he cannot leave the Ace of Clubs single, and he cannot part with any of his Spades.

TRICK XIII.—*Z* makes his King of Clubs. But *AB* win the odd trick.

| | *Y.'s Hand.* | *Z.'s Hand.* |
|---|---|---|
| Hearts ... | 10, 9, 3. | Ace, 8, 6, 5. |
| Diamonds ... | Ace, King, 10, 7, 2. | Queen, 3. |
| Clubs ... | 10, 7, 5, 3. | King, Jack, 9, 8. |
| Spades ... | King. | 9, 7, 7. |

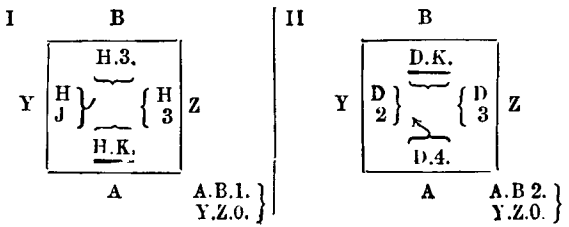
## GAME No. XI.

### BETRAYING A PARTNER'S HAND.

SCORE.—*AB* 0; *YZ* 0.

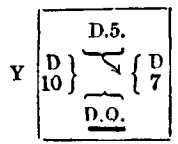
***A* Declares No Trumps.**

THE PLAY.

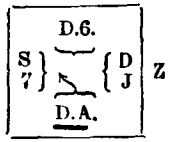



| | *A.'s Hand.* | *B.'s Hand.* |
|---|---|---|
| Hearts ... | King, 4. | 8. |
| Diamonds ... | Ace, Queen, 9, 4. | King, 8, 6, 5. |
| Clubs ... | Queen, 9, 3. | 8, 6, 4. |
| Spades ... | Ace, 10, 8, 3. | King, Jack, 9, 5, 4. |

III

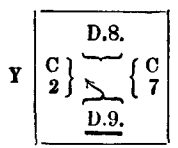



IV

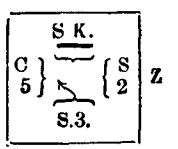



*Remarks.*—*Y* should have discarded the five of Clubs.

V



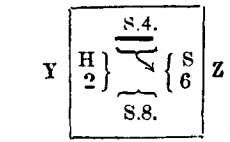

VI



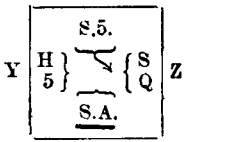

*Remarks.*—*Y* has betrayed his partner's hand.

## GAME No. XI—(*continued*).

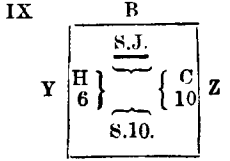
VII



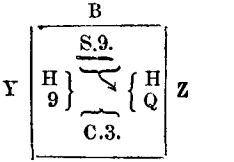

VIII




IX




X



TRICKS XI TO XIII.—*Y* makes his Ace of Clubs and two remaining Hearts. *AB* make four by cards in No Trumps.

*Remarks.*—If at trick IV *Y* had discarded a Club and at trick V another Club, *A* would very likely indeed have put on the Ace of Spades at trick VII on the even chance of catching the Queen, at the same time making certain of the odd trick. It would almost certainly have been right to do so, on the discard of two Clubs by *Y*.

| | *Y.'s Hand.* | *Z.'s Hand.* |
|---|---|---|
| Hearts ... | Ace, Jack, 10, 9, 6, 5, 2. | Queen, 7, 3. |
| Diamonds ... | 10, 2. | Jack, 7, 3. |
| Clubs ... | Ace, 5, 2. | King, Jack, 10, 7. |
| Spades ... | 7. | Queen, 6, 2. |

## GAME No. XII.

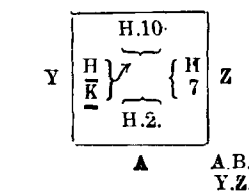
## CALLING.

SCORE.—LOVE ALL.

**A declares No Trumps.**

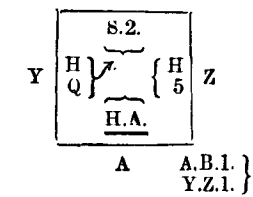
THE PLAY.

I




*Remarks.*—*Z* starts to call and unblock. *A* holds up, as *Y* may have six and no card of re-entry. If he holds the six, five and three he must have six.

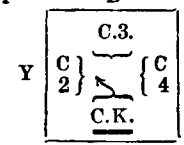
II



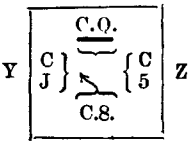

*Remarks.*—*Z* having shown five, it is useless for *A* to continue to hold up the Ace.

| | *Y.'s Hand.* | *Z.'s Hand.* |
|---|---|---|
| Hearts ... | King, Queen, Jack, 6. | 9, 8, 7, 5, 3. |
| Diamonds ... | Queen, 10, 5, 3. | Jack. |
| Clubs ... | Jack, 2. | 10, 5, 4. |
| Spades ... | Queen, Jack, 4. | Ace, 8, 7, 6. |

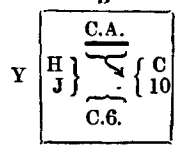
III




IV

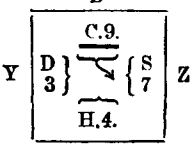



V




*Remarks.*—*Y* wishes to see *Z's* first discard before discarding from one of his guarded suits. *Z* is marked with two better than the seven of Hearts; these must be the eight and the nine. The ten is out. Therefore *Y* discards his Jack.

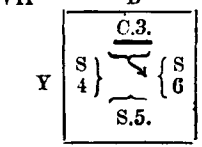
VI




*Remarks.*—*Z* dare not discard his single Jack of Diamonds for fear of betraying his partner entirely. Having to discard a Spade he prepares to show strength. *Y* seeing that his fourth guard to the Diamond is useless (three tricks in Diamonds give *AB* the game) discards a small Diamond.

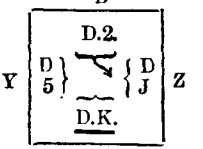
## GAME No. XII—(*continued*).

VII

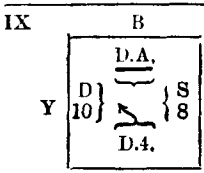



*Remarks.*—*Z* completes his call in Spades. The Ace is therefore with him, and both *A* and *Y* unguard without fear. But for the call in Spades, *Y* would probably have continued to unguard Diamonds.

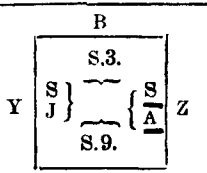
VIII




IX




X



If at tricks V and VI and VII *Y* discards either two Diamonds or the six of Hearts, *AB* must make the game as may be seen by playing the cards that way.

TRICKS XI TO XIII.—*Z* makes nine, eight, three of Hearts, and *YZ* save the game.

SCORE.—*AB.* 8 ; *YZ* 5.

It is true that *Y* must see that if *A* has King, Ace of Spades the game is gone, but it is equally gone if *A* has King of Diamonds and Ace of Spades, and Diamonds, but for the call, would appear to be *Z's* strong suit.

THE OTHER HANDS.

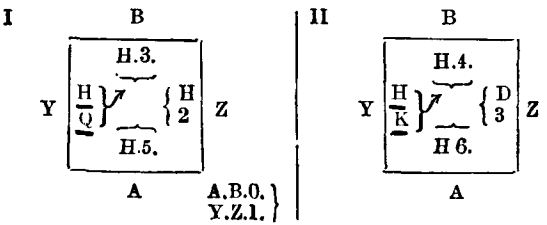
| | *B.'s Hand (exposed).* | *A's. Hand.* |
|---|---|---|
| Hearts ... | 10. | Ace, 4, 2. |
| Diamonds ... | Ace, 8, 7, 2. | King, 9, 6, 4. |
| Clubs ... | Ace, Queen, 9, 7, 3. | King, 8, 6. |
| Spades ... | 10, 3, 2. | King, 9, 5. |

## GAME No. XIII.

### THE VALUE OF THE CALL AGAIN ILLUSTRATED.

***A* declares No Trumps.**

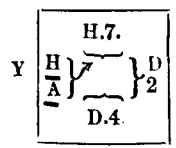
THE PLAY.



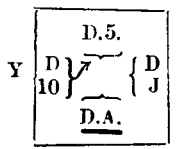

*Remarks.*—*Z* can calculate to an absolute certainty that to have gone No Trumps, *A* must hold the three Aces. It would therefore be fatal to unguard either Clubs or Spades. Diamonds must be discarded.

| | *Z.'s Hand.* | *Y.'s Hand.* |
|---|---|---|
| Hearts ... | 2. | Ace, King, Queen, 10, 8. |
| Diamonds ... | King, Queen, Jack, 7, 5, 3, 2. | 10, 9. |
| Clubs ... | King, 9, 7. | 8, 5, 3, 2. |
| Spades ... | King, 3. | 5, 4. |

III

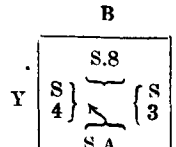



IV

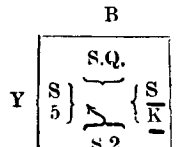



*Z* calls in Diamonds. But for the call, *Y* would have been obliged to risk a Spade or a Club either of which *must* result in *AB* winning the whole of the rest of the tricks.

V

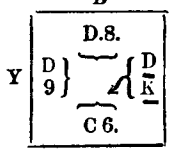



VI



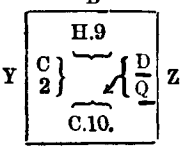
## GAME No. XIII—(*continued*).

VII



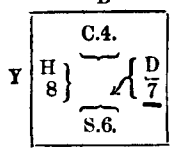

A.B.2.
Y.Z.5.

VIII



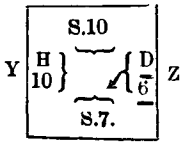

A.B.2.
Y.Z.6.

IX



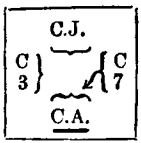

A.B.2.
Y.Z.7.

X




A.B.2.
Y.Z.8.

XI




A.B.3.
Y.Z.8.

TRICKS XII AND XIII.

*A* makes Knave and nine of Spades.

A.B.5.
Y.Z.8.

*YZ* make two by cards.

Without the call *AB* must make four by cards.

| | *B.'s Hand (exposed).* | *A.'s Hand.* |
|---|---|---|
| Hearts ... | Jack, 9, 7, 4, 3. | 6, 5. |
| Diamonds ... | 8, 5. | Ace, 4. |
| Clubs ... | Queen, Jack, 4. | Ace, 10, 6. |
| Spades ... | Queen, 10, 8. | Ace, Jack, 9, 7, 6. 2. |

## GAME No. XIV.

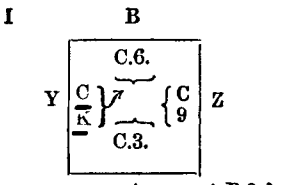
### CALLING FOR A CARD TO ROUGH.

SCORE.—LOVE ALL.

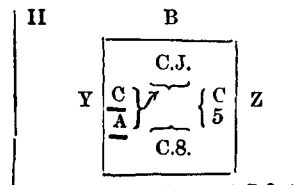
***A* has declared Hearts.**

THE PLAY.

I



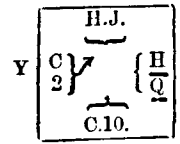

II



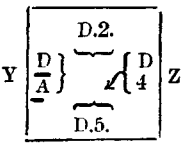

*Remarks.*—*Z* has called for a rough.

| | *Y.'s Hand.* | *Z.'s Hand.* |
|---|---|---|
| Hearts ... | 9, 8. | Queen, 6, 2. |
| Diamonds ... | Ace, 8, 3. | Jack, 9, 6, 4. |
| Clubs ... | Ace, King, 7, 4, 2. | 9, 5. |
| Spades ... | King, 9, 7. | 10, 8, 3, 2. |

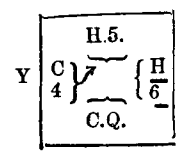
III




IV




V




TRICKS VI TO XIII.

Whatever *Z* leads, *AB* make all the rest of the tricks, and *AB* make two by cards.

*Remarks.*—If *Y* leads anything whatever other than a Club at trick III, *AB* must make four by cards. Would *Y* have dared to present the weak Trump hand with a trick in Hearts if he had not been certain from *Z's* call that he could over-rough ? I think not.

*P.S.*—*AB* would have made four by cards in No Trumps. *A* was probably right to go Hearts.

| | *B.'s Hand (exposed).* | *A.'s Hand.* |
|---|---|---|
| Hearts ... | Jack, 5, 3. | Ace, King, 10, 7, 4. |
| Diamonds ... | Queen, 10, 7, 2. | King, 5. |
| Clubs ... | Jack, 6. | Queen, 10, 8, 3. |
| Spades ... | Ace, Queen, Jack, 4. | 6, 5. |

# APPENDIX E.

# THE LAWS OF BRIDGE.

# THE LAWS OF BRIDGE.

### The Rubber.

1. The rubber is the best of three games. If the first two games be won by the same players, the third game is not played.

### Scoring.

2. A game consists of thirty points obtained by tricks alone, exclusive of any points counted for Honours, Chicane, or Slam.

3. Every hand is played out, and any points in excess of the thirty points necessary for the game are counted.

4. Each trick above six counts two points when Spades are Trumps, four points when Clubs are Trumps, six points when Diamonds are Trumps, eight points when Hearts are Trumps, and twelve points when there are no Trumps.

5. Honours consist of Ace, King, Queen, Knave, and ten of the Trump suit. When there are no Trumps they consist of the four Aces.

6. Honours in Trumps are thus reckoned :

If a player and his partner conjointly hold—

(i) The five Honours of the Trump suit, they score for Honours five times the value of the Trump suit trick.

(ii) Any four Honours of the Trump suit, they score for Honours four times the value of the Trump suit trick.

(iii) Any three Honours of the Trump suit, they score for Honours twice the value of the Trump suit trick.

If a player in his own hand holds—

(i) The five Honours of the Trump suit, he and his partner score for Honours ten times the value of the Trump suit trick.

(ii) Any four Honours of the Trump suit, they score for Honours eight times the value of the Trump suit trick. In this last case, if the player's partner holds the fifth Honour, they also score for Honours the single value of the Trump suit trick.

The value of the Trump suit trick referred to in this law is its original value—*e.g.*, two points in Spades and six points in Diamonds ; and the value of Honours is in no way affected by any doubling or redoubling that may take place under Laws 53—56.

7. HONOURS, when there are no Trumps, are thus reckoned:

If a player and his partner conjointly hold—

(i) The four Aces, they score for Honours forty points.

(ii) Any three Aces, they score for Honours thirty points.

If a player in his own hand holds—

The four Aces, he and his partner score for Hon ours one hundred points.

8. CHICANE is thus reckoned:

If a player holds no Trump, he and his partner score for Chicane twice the value of the Trump suit trick. The value of Chicane is in no way affected by any doubling or redoubling that may take place under Laws 53—56.

9. SLAM is thus reckoned:

If a player and his partner make, independently of any tricks taken for the revoke penalty—

(i) All thirteen tricks, they score for Grand Slam forty points.

(ii) Twelve tricks, they score for Little Slam twenty points.

10. Honours, Chicane, and Slam are reckoned in the score at the end of the rubber.

11. At the end of the rubber, the total scores for tricks, Honours, Chicane, and Slam obtained by each player and his partner are added up, one hundred points are added to the score of the winners of the rubber, and the difference between the two scores is the number of points won, or lost, by the winners of the rubber.

12. If an erroneous score affecting tricks be proved, such mistake may be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the last card of the following deal has been dealt, or, in the case of the last game of the rubber, until the score has been made up and agreed.

13. If an erroneous score affecting Honours, Chicane, or Slam be proved, such mistake may be corrected at any time before the score of the rubber has been made up and agreed.

### Cutting.

14. The Ace is the lowest card.

15. In all cases, every player must cut from the same pack.

16. Should a player expose more than one card, he must cut again.

FORMATION OF TABLE.

17. If there are more than four candidates the players are selected by cutting, those first in the room having the preference. The four who cut the lowest cards play first, and again cut to decide on partners; the two lowest play against the two highest; the lowest is the dealer, who has choice of cards and seats, and, having once made his selection, must abide by it.

18. When there are more than six candidates, those who cut the two next lowest cards belong to the table, which is complete with six players; on the retirement of one of those six players, the candidate who cuts the next lowest card has a prior right to any after-comer to enter the table.

19. Two players cutting cards of equal value, unless such cards are the two highest, cut again; should they be the two lowest, a fresh cut is necessary to decide which of those two deals.

20. Three players cutting cards of equal value cut again; should the fourth (or remaining) card be the highest, the two lowest of the new cut are partners, the lower of those two the dealer; should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.

CUTTING OUT.

21. At the end of a rubber, should admission be claimed by any one, or by two candidates, he who has,

or they who have, played a greater number of consecutive rubbers than the others is, or are, out ; but when all have played the same number, they must cut to decide upon the outgoers ; the highest are out.

### Entry and Re-entry.

22. A candidate wishing to enter a table must declare such intention prior to any of the players having cut a card, either for the purpose of commencing a fresh rubber or of cutting out.

23. In the formation of fresh tables, those candidates who have neither belonged to nor played at any other table have the prior right of entry ; the others decide their right of admission by cutting.

24. Any one quitting a table prior to the conclusion of a rubber, may, with the consent of the other three players, appoint a substitute in his absence during that rubber.

25. A player cutting into one table, whilst belonging to another, loses his right of re-entry into the latter, and takes his chance of cutting in, as if he were a fresh candidate.

26. If any one break up a table, the remaining players have the prior right to him of entry into any other ; and should there not be sufficient vacancies at such other table to admit all those candidates, they settle their precedence by cutting.

### Shuffling.

27. The pack must neither be shuffled below the table nor so that the face of any card be seen.

28. The pack must not be shuffled during the play of the hand.

29. A pack, having been played with, must neither be shuffled by dealing it into packets, nor across the table.

30. Each player has a right to shuffle, once only (except as provided by Law 33) prior to a deal, after a false cut, or when a new deal has occurred.

31. The dealer's partner must collect the cards for the ensuing deal, and has the first right to shuffle that pack.

32. Each player, after shuffling, must place the cards, properly collected and face downwards, to the left of the player about to deal.

33. The dealer has always the right to shuffle last; but should a card or cards be seen during his shuffling, or whilst giving the pack to be cut, he may be compelled to re-shuffle.

### The Deal.

34. Each player deals in his turn; the order of dealing goes to the left.

35. The player on the dealer's right cuts the pack, and, in dividing it, must not leave fewer than four cards,

in either packet ; if in cutting, or in replacing one of the two packets on the other, a card be exposed, or if there be any confusion of the cards, or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

36. When a player, whose duty it is to cut, has once separated the pack, he cannot alter his intention ; he can neither re-shuffle nor re-cut the cards.

37. When the pack is cut, should the dealer shuffle the cards, the pack must be cut again.

38. The fifty-two cards shall be dealt face downwards. The deal is not completed until the last card has been dealt face downwards.

### A New Deal.

39. There must be a new deal—

(i) If, during a deal, or during the play of a hand, the pack be proved to be incorrect or imperfect.

(ii) If any card be faced in the pack.

(iii) Unless the cards are dealt into four packets, one at a time and in regular rotation, beginning at the player to the dealer's left.

(v) Should the last card not come in its regular order to the dealer.

(v) Should a player have more than thirteen cards, and any one or more of the others less than thirteen cards.

(vi) Should the dealer deal two cards at once, or two cards to the same hand, and then deal a third; but if, prior to dealing that card, the dealer can, by altering the position of one card only, rectify such error, he may do so.

(vii) Should the dealer omit to have the pack cut to him, and the adversaries discover the error prior to the last card being dealt, and before looking at their cards; but not after having done so.

40. If, whilst dealing, a card be exposed by either of the dealer's adversaries, the dealer may claim a new deal. A card similarly exposed by the dealer or his partner gives the same claim to each adversary. The claim may not be made by a player who has looked at any of his cards. If a new deal does not take place, the exposed card cannot be called.

41. If, in dealing, one of the last cards be exposed, and the dealer completes the deal before there is reasonable time for his adversaries to decide as to a fresh deal they do not thereby lose their privilege.

42. If a player, before he has dealt fifty-one cards, look at any card, his adversaries have a right to see it and may exact a new deal.

43. If a player take into the hand dealt to him a card belonging to the other pack, the adversaries, on discovery of the error, may decide whether they will have a fresh deal or not.

44. Should three players have their right number of cards—the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards, the deal stands good; should he have played, he is as answerable for any revoke he may have made as if the missing card, or cards, had been in his hand; he may search the other pack for it, or them.

45. If a pack, during or after a rubber, be proved incorrect or imperfect, such proof does not alter any past score, game, or rubber; that hand in which the imperfection was detected is null and void; the dealer deals again.

46. Anyone dealing out of turn, or with the adversary's cards, may be stopped before the last card is dealt, after which the game must proceed as if no mistake had been made.

47. A player can neither shuffle, cut, nor deal for his partner without the permission of his opponents.

### Declaring Trumps.

48. The dealer having examined his hand, has the option of declaring what suit shall be Trumps, or whether the hand shall be played without Trumps. If he exercise that option he shall do so by naming the suit, or by saying "No Trumps."

49. If the dealer does not wish to exercise his option, he may pass it to his partner by saying, "I leave it to you, partner," and his partner must thereupon make the necessary declaration, in the manner provided in the preceding law.

50. If the dealer's partner make the declaration out of his turn, either of the adversaries has the right, after looking at his hand, but before any declaration is made as to doubling or not doubling, to claim a fresh deal. He may not consult with his partner as to whether this penalty should be exacted or not. If any declaration as to doubling or not doubling shall have been made, or if no new deal is claimed, the declaration so wrongly made by the dealer's partner stands good

51. If either of the dealer's adversaries makes the declaration, the dealer may, after looking at his hand, either claim a fresh deal or proceed as if no such declaration had been made.

52. A declaration once made cannot be altered, save as provided above.

### Doubling and Redoubling.

53. The effect of doubling and redoubling, and so on, is that the value of each trick above six is doubled, quadrupled, and so on.

54. After the Trump declaration has been made by the dealer or his partner, their adversaries have the right to double. The dealer's left-hand adversary has the first right. If he does not wish to double, he shall say to his partner, "May I play?" His partner shall answer "Yes," or "I double."

55. If either of their adversaries elect to double, the dealer and his partner have the right to redouble. The player who has made the Trump declaration has the first right of redoubling. The question "May I play?" shall be addressed by the dealer's left-hand adversary (after a doubling by him or his partner) to the player who has made the Trump declaration, who shall answer, "I am satisfied," or "I redouble." If he answer "I am satisfied," the question shall then be addressed to his partner, who shall answer "Yes," or "I redouble."

56. If the dealer or his partner elect to redouble, their adversaries have the right of redoubling again. The original doubler has the first right. The process of redoubling may be continued indefinitely, the first right to continue the redoubling on behalf of a partnership being in that partner who last redoubled on behalf of

that partnership. When he expresses himself satisfied, the right to continue the redoubling passes to his partner.

57. When the question "May I play?" has been finally answered in the affirmative, or when the dealer's left-hand adversary, being the last person who has the right to continue the redoubling, expresses himself satisfied, the dealer's left-hand adversary shall lead a card.

58. A declaration once made cannot be altered.

### Dummy.

59. As soon as a card is led, the dealer's partner shall place his cards face upwards on the table, and the duty of playing the cards from that hand, which is called Dummy, and of claiming and enforcing any penalties arising during the hand, shall devolve upon the dealer, unassisted by his partner.

60. After exposing Dummy, the dealer's partner may indicate to the dealer the hand from which the dealer has to lead, or if the latter has led from the wrong hand, may draw attention to the error, in which case the dealer must lead from the right hand, unless the second hand has played, when the error cannot be rectified; but the dealer's partner may take no other part in the play of the hand, other than the mechanical part of playing from Dummy any card named by the dealer.

61. The dealer's partner may ask if he (the dealer) has a card of the suit which he may have renounced; but if he call attention to any other incident in the play of the hand, in respect of which any penalty might be exacted, the fact that he has done so shall deprive the dealer of the right of exacting such penalty against his adversaries.

62. If the dealer's partner, by touching a card, or otherwise, suggest the play of a card from Dummy, either of the adversaries may, but without consulting with his partner, call upon the dealer to play or not to play the card suggested.

63. When the dealer draws a card, either from his own hand or from Dummy, such card is not considered as played until actually quitted.

64. A card once played or named by the dealer as to be played from his own hand or from Dummy cannot be taken back, except to save a revoke, or as provided by Law 60.

65. The dealer's partner may not look over his adversaries' hands, nor leave his seat for the purpose of watching his partner's play.

66. Dummy is not liable to any penalty for a revoke as his adversaries see his cards. Should he revoke and the error not be discovered until the trick is turned and quitted, the trick stands good.

67. Dummy being blind and deaf, his partner is not liable to any penalty for an error whence he can gain no advantage. Thus, he may expose some, or all of his cards, or may declare that he has the game, or trick, etc., without incurring any penalty ; but, having played a card from his own hand, he may not recall that card except to save a revoke.

### Exposed Cards.

68. If after the deal has been completed, and before the Trump declaration has been made, either the dealer or his partner expose a card from his hand, either of the adversaries may, without consultation with his partner claim a new deal.

69. If after the deal has been completed, and before a card is led, any player shall expose a card, his partner shall forfeit any right to double or redouble which he would otherwise have been entitled to exercise ; and in the case of a card being so exposed by the leader's partner, the dealer may, instead of calling the card, require the leader not to lead the suit of the exposed card.

### Cards liable to be Called.

70. All cards exposed by the dealer's adversaries are liable to be called, and must be left face upwards on the table ; but a card is not an exposed card when dropped on the floor, or elsewhere below the table.

71. The following are exposed cards :—

(i) Two or more cards played at once.

(ii) Any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.

72. If either of the dealer's adversaries play to an imperfect trick the best card on the table, or lead one which is a winning card as against the dealer and his partner, and then lead again, without waiting for his partner to play, or play several such winning cards, one after the other, without waiting for his partner to play, the latter may be called on to win, if he can, the first or any other of those tricks, and the other cards thus improperly played are exposed cards.

73. If either of the dealer's adversaries throw his cards on the table face upwards, such cards are exposed, and liable to be called by the dealer.

74. If all the players throw their cards on the table face upwards, the hands are abandoned ; and the score must be left as claimed and admitted. The hands may be examined for the purpose of establishing a revoke, but for no other purpose.

75. A card detached from the rest of the hand of either of the dealer's adversaries, so as to be named, is

liable to be called ; but should the dealer name a wrong card, he is liable to have a suit called when first he or his partner have the lead.

76. If either of the dealer's adversaries, who has rendered himself liable to have the highest or lowest of a suit called, or to win or not to win a trick, fail to play as desired, though able to do so, or if when called on to lead one suit, lead another, having in his hand one or more cards of the suit demanded, he incurs the penalty of a revoke.

77. If either of the dealer's adversaries lead out of turn, the dealer may call a suit from him or his partner when it is next the turn of either of them to lead, or may call the card erroneously led.

78. If the dealer lead out of turn, either from his own hand or from Dummy, he incurs no penalty.

79. If any player lead out of turn, and the other three have followed him, the trick is complete, and the error cannot be rectified ; but if only the second, or the second and third, have played to the false lead, their cards, on discovery of the mistake, are taken back ; and there is no penalty against any one, excepting the original offender, and then only when he is one of the dealer's adversaries.

80. In no case can a player be compelled to play a card which would oblige him to revoke.

81. The call of a card may be repeated until such card has been played.

82. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR, OR NOT PLAYED TO A TRICK.

83. Should the third hand not have played, and the fourth play before his partner, the latter (not being Dummy or his partner) may be called on to win, or not to win, the trick.

84. If any one (not being Dummy) omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stand good, or should Dummy have omitted to play to a former trick, and such error be not discovered till he shall have played to the next, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

85. If any one play two cards to the same trick, or mix a card with a trick to which it does not properly belong, and the mistake be not discovered until the hand is played out, he (not being Dummy) is answerable for all consequent revokes he may have made. If, during the play of the hand, the error be detected, the tricks may be counted face downwards, in order to ascertain

whether there be among them a card too many : should this be the case they may be searched, and the card restored; the player (not being Dummy) is, however, liable for all revokes which he may have meanwhile made.

### The Revoke

86. Is when a player (other than Dummy), holding one or more cards of the suit led, plays a card of a different suit.

87. The penalty for a revoke—

(i) is at the option of the adversaries, who, at the end of the hand, may, after consultation, either take three tricks from the revoking player and add them to their own—or deduct the value of three tricks from his score—or add the value of three tricks to their own score ;

(ii) can be claimed for as many revokes as occur during the hand ;

(iii) is applicable only to the score of the hand in which it occurs ;

(iv) cannot be divided, *i.e.*, a player cannot add the value of one or two tricks to his own score and deduct the value of one or two from the revoking player.

(v) in whatever way the penalty may be enforced, under no circumstances can the side

revoking score Game, Grand Slam or Little Slam, that hand. Whatever their previous score may be, the side revoking cannot attain a higher score towards the game than twenty-eight.

88. A revoke is established, if the trick in which it occur be turned and quitted—*i.e.*, the hand removed from that trick after it has been turned face downwards on the table—or if either the revoking player or his partner, whether in his right turn or otherwise, lead or play to the following trick.

89. A player may ask his partner whether he has not a card of the suit which he has renounced ; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish the revoke, and the error may be corrected, unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

90. At the end of the hand, the claimants of a revoke may search all the tricks.

91. If a player discover his mistake in time to save a revoke, any player or players who have played after him may withdraw their cards and substitute others, and their cards withdrawn are not liable to be called. If the player in fault be one of the dealer's adversaries, the dealer may call the card thus played in error, or may

require him to play his highest or lowest card to that trick in which he has renounced.

92. If a revoke be claimed, and the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries, the revoke is established. The mixing of the cards only renders the proof of a revoke difficult, but does not prevent the claim, and possible establishment, of the penalty.

93. A revoke cannot be claimed after the cards have been cut for the following deal.

94. If a revoke occur, be claimed and proved, bets on the odd trick, or on amount of score, must be decided by the actual state of the score after the penalty is paid.

95. Should the players on both sides subject themselves to the penalty of one or more revokes, neither can win the game by that hand; each is punished at the discretion of his adversary.

### Calling for new Cards.

96. Any player (on paying for them) before, but not after, the pack be cut for the deal, may call for fresh cards. He must call for two new packs, of which the dealer takes his choice.

### General Rules.

97. Any one during the play of a trick, or after the four cards are played, and before, but not after, they are touched for the purpose of gathering them together,

may demand that the cards be placed before their respective players.

98. If either of the dealer's adversaries, prior to his partner playing, should call attention to the trick—either by saying that it is his, or by naming his card, or, without being required so to do, by drawing it towards him—the dealer may require that opponent's partner to play his highest or lowest of the suit then led, or to win or lose the trick.

99. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

100. If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score, he is liable to be called on, by the players only, to pay the stakes and all bets on that game or rubber.

101. A bystander, by agreement among the players, may decide any question.

102. A card or cards torn or marked must be either replaced by agreement, or new cards called at the expense of the table.

103. Any player may demand to see the last trick turned, and no more. Under no circumstances can more than eight cards be seen during the play of the hand, *viz.*, the four cards on the table which have not been turned and quitted, and the last trick turned.

***The End.***

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